

THE  
WALKING  
DEAD #10

ROBERT KIRKMAN PEEKS AHEAD INTO SEASON FIVE

TOY FACTORY

EXCLUSIVE McFARLANE TOYS STUDIO TOUR



IT'S A MAD, MAD,  
MAD, MAD WORLD

PSYCHOSIS IN  
THE WALKING  
DEAD



# THE WALKING DEAD

THE OFFICIAL MAGAZINE

## THEY'RE BACK!

SPECIAL SEASON FIVE  
PREVIEW WITH:

Andrew Lincoln

Chandler Riggs

Steven Yeun

Melissa McBride

Scott M Gimple

Greg Nicotero

and more...

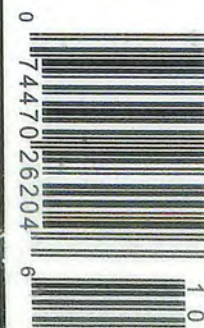
THE WALKING  
DEAD DESCENT  
Signed copies up for grabs!



SKYBOUND  
www.skybound.com

MATURE CONTENT

ISSUE #10  
FALL 2014  
TITAN \$9.99 (US) / CAN

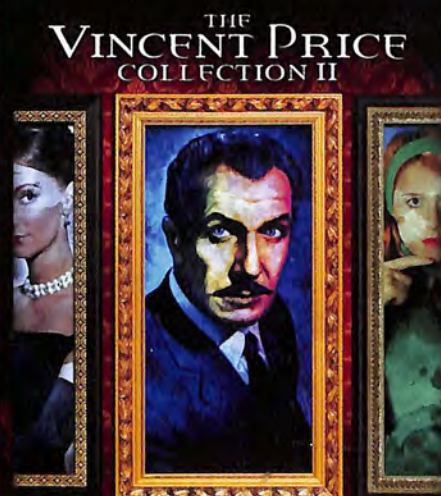
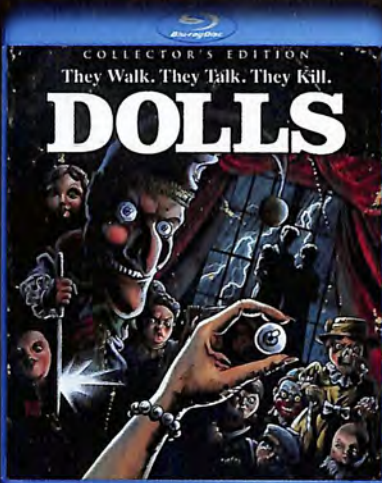




THE COMPLETE FIRST SEASON

**HEMLOCK GROVE**

THE MONSTER IS WITHIN



## SHOUT

DOLLS © 1986 Taryn Productions, Inc. All Rights Reserved; HEMLOCK GROVE © 2014 Gaumont International Television. All Rights Reserved; NIGHTBREED © 1990 Morgan Creek Productions Inc. All Rights Reserved; SQUIRM © 1995 The Squirm Company. All Rights Reserved; THE VINCENT PRICE COLLECTION VOLUME 2 © 2014 Metro-Goldwyn-Mayer Studios Inc. All Rights Reserved. \*Some exceptions apply.



# THAT WAY MADNESS LIES

Many of us have experienced moments of madness in our lives, whether brought on by pent-up rage, infatuation with an unrequited love, delirium brought on by fever, or numerous other examples where we've acted out of character or against what's acceptable in modern society. Even the most carefree of people can snap if the right (or perhaps wrong) buttons are pushed enough times – I myself, a living symbol of calmness and serenity (oh, the irony!), have lost my cool over what really amounted to nothing of true importance, leaving me thinking afterwards, "Why did I do that?"

However, I've never been driven to ripping someone's throat out with my bare teeth, or bashing my head against a wall repeatedly, or speaking on a disconnected phone to my dead wife, or killing a family member to see if they would come back. *The Walking Dead* is full of such moments of insanity, but even in the most extreme cases, such as the Governor, there always seems to be a method to their madness. The survivors of the apocalypse probably aren't 'insane' in a modern, clinical sense, but nearly all of them have demonstrated symptoms of psychosis at one time or another, predominantly brought on by grief, anger, hatred or despair. This issue, we take a special look into the mad, mad, mad, mad world of *The Walking Dead*.

You've probably been going a little crazy yourself waiting for the next season of AMC's TV show to return to our screens. Thankfully, the wait is over (October 12, people), and if what we've heard is true, this could be the best season yet. Check out our special season five preview this issue, in which we get the heads-up from all the principal cast and crew. There's lots more for you to enjoy within these pages, but remember: if there's anything in here that makes you a little mad, just keep looking at the flowers...

And bonus points to those of you who knew the line that makes up my column's title this issue comes from *King Lear*. Until next time... Sayonara!

*Toby*

Toby Weidmann



# CONTENTS



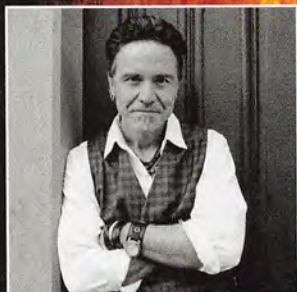
## INTERVIEWS

### 16 ROBERT KIRKMAN

More secrets revealed by the man who knows.

### 66 JAY BONANSINGA

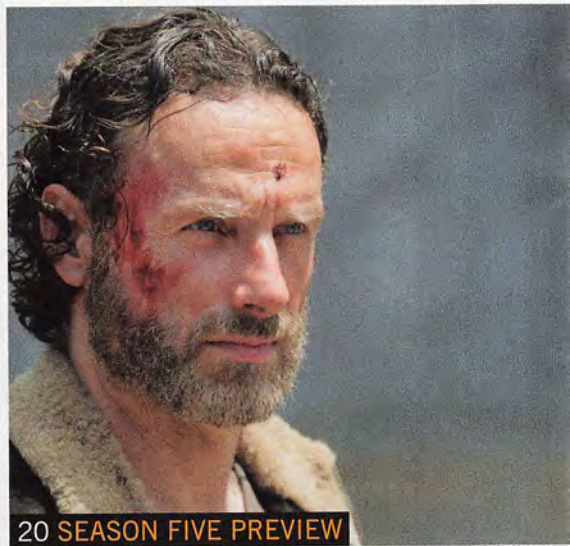
We catch up with the bestselling author of the new Robert Kirkman's *The Walking Dead* novel series.



### 50 McFARLANE TOYS



## FEATURES



### 20 SEASON FIVE PREVIEW

#### 20 FIVE ALIVE!

Our full preview of the season ahead, with interviews from all the main cast and crew.

### 30 FUTURE IMPERFECT

We check out the repercussions of the comic's time leap on the story, art and more.

### 40 INSANE IN THE BRAIN

The Broadcast Thought team explore the nature of mental disorders in a world that's gone mad.

### 50 TOUR OF DUTY

Find out what we discovered in our exclusive tour of the McFarlane Toys studio.

### 58 WE CON BE HEROES

A quick round-up of San Diego Comic-Con 2014 for those who missed it.



### 30 FUTURE IMPERFECT



### 40 INSANE IN THE BRAIN



### 58 SDCC



# HEADSHOTS

## P.6 NEWS

A round-up of all that's happening in the walker world.

## P.9 THE TWEETING DEAD

Our pick of the best *Walking Dead* tweets.

## P.12 TOP FIVES

Counting down some of our top five favorite things.



## 84 BODY PARTS



## BODY PARTS

**84** *The Walking Dead – The Video Game: Season Two* – Telltale Games  
**86** *AMC's The Walking Dead Series 6 Figures* – McFarlane Toys

## FAVORITES



## 72 ANATOMY OF A STORY

There's 'Something To Fear' this issue, and his name is Negan.

## 78 CHOICE CUTS

We take a closer look at King Ezekiel and Shiva.

## 88 DEAD NOTES

Fan letters, artwork, photos...

## 91 COMPETITION 1

Win some novel treats.

## 92 FAN FOCUS

Who's our ultimate *The Walking Dead* fan this issue?

## 93 COMPETITION 2

Get yourself a cool guitar.

## 96 END TRAILS

Someone's under a 'Death Sentence,' plus the latest entry from our regular zombie diarist.

## 97 JUDGE, JURY & EXECUTIONER

And Melissa McBride's personal motto is...

## 98 COMING SOON...

A sneak peek at the goodies on offer in *TWDM* #11.

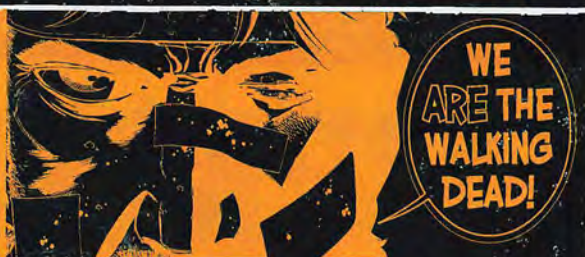


**WIN!**  
 BOOKS & GUITARS  
 UP FOR GRABS!

P.91 & P.93



THE WALKING DEAD



## EDITORIAL

EDITOR Toby Weidmann  
 SENIOR EDITOR Martin Eden  
 EDITORIAL ASSISTANT Louisa Owen  
 DESIGN Russell Seal

(UK) *The Walking Dead Magazine*, 144 Southwark Street, London SE1 0UP, UK

## TITAN MAGAZINES

Production Manager Obi Onuora  
 Production Supervisors Jackie Flook & Maria Pearson  
 Production Assistant Peter James  
 Art Director Oz Browne  
 Studio Manager Emma Smith  
 Circulation Manager Steve Tothill  
 Marketing Manager Ricky Claydon  
 Marketing Officer Lucy Ripper  
 Advertising Manager Michelle Fairclimb  
 Advertising Assistant Sophie Pemberton  
 Publishing Manager Darryl Tothill  
 Publishing Director Chris Teather  
 Operations Director Leigh Baulch  
 Executive Director Vivian Cheung  
 Publisher Nick Landau

## DISTRIBUTION

US NEWSSTAND: Total Publisher Services, Inc.  
 John Dzielatowski, 630-851-7683  
 US DISTRIBUTION: Source Interlink, Curtis Circulation Company  
 UK NEWSSTAND: Comag, 01895 444 055  
 US/UK DIRECT SALES MARKET: Diamond Comic Distributors

## SUBSCRIPTIONS

US SUBSCRIPTIONS: 1-800-999-9718 UK SUBSCRIPTIONS: 0844 322 1280  
 Or go to [www.titanmagazines.com](http://www.titanmagazines.com)  
 Digital version available, search for 'The Walking Dead Magazine' on the App Store

## SKYBOUND

CEO Robert Kirkman  
 Editorial Director Sean Mackiewicz  
 Director of Business Development Shawn Kirkham  
 Assistant Editor Helen Leigh  
 Online Editorial Director Brian Huntington  
 Office Manager Rachel Skidmore

Publicity Director June Alian  
 Operations Manager Dan Petersen  
 Operations Coordinator Nick Palmer  
 Administrative Assistant Lizzy Iverson

SPECIAL THANKS TO  
 Charlie Adlard, Robert Kirkman, and Sean Mackiewicz

A BIG THANKS TO All at AMC

## THE WALKING DEAD: THE OFFICIAL MAGAZINE ISSUE #10 FALL 2014

*The Walking Dead Magazine* is published quarterly by Titan Magazines, a division of Titan Publishing Group Limited, 144 Southwark Street, London SE1 0UP UK. Contents Titan authorized user.  
 ISSN 2050600X. tnn 12710.

Publisher's US agent  
 2819 Rosehall Lane, Aurora, IL 60503  
 Periodicals postage paid at Aurora, IL and at additional mailing offices

Also available digitally. For more info, visit [www.titanmagazines.com/digital](http://www.titanmagazines.com/digital)  
 Printed in the US by Browns

THE WALKING DEAD IS TM and © 2014, Robert Kirkman, LLC.

"Whether or not he knows what he's doing, he cut that little boy up... A kid doesn't do that unless something isn't right in his head."

THE WALKING DEAD  
 THE OFFICIAL MAGAZINE

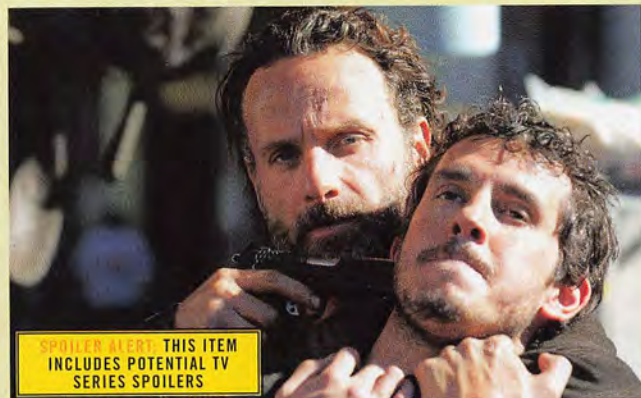
TITAN SKYBOUND



# HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond

## PREM NIGHT



**SPOILER ALERT: THIS ITEM INCLUDES POTENTIAL TV SERIES SPOILERS**

It's finally here. By the time you read this, the season five premiere of AMC's *The Walking Dead* will have aired in both the US (October 12) and the UK (October 13). Penned by the series' showrunner, Scott M Gimple, the first episode, entitled 'No Sanctuary,' has hopefully picked up where season four left off, both in storyline and viewing figures.

So other than being a ratings hit (presumably, given the show's

growing popularity), what else can we expect from this year's outing? *TWDM* has put together its own predictions, based on the comic book's storyline, and collated the various clues presented by the cast and crew in our special season five preview feature (see page 20), but some other details have been confirmed since that article was put together.

For one, we can now confirm that *The Wire*'s Seth Gilliam will play Father Gabriel Stokes, a pious character with a dark secret of his own, who was first introduced in the comic in issue 61. Also, actress Christine Woods, best known for roles in *FlashForward* and *Hello Ladies*, will feature as the female cop seen slapping Beth (Emily Kinney) in the San Diego

Comic-Con trailer. Whether this is a unique character to the show or one who is based on someone from the comic book has yet to be confirmed.

We also know that Denise Crosby and Andrew J West, who play the leaders of the Terminus group, Mary and Gareth, will have significant roles this season. And, along with West, Alanna Masterson (Tara) and Christian Serratos (Rosita) have been upgraded to series regulars, although whether that means their characters are safe is another matter entirely.

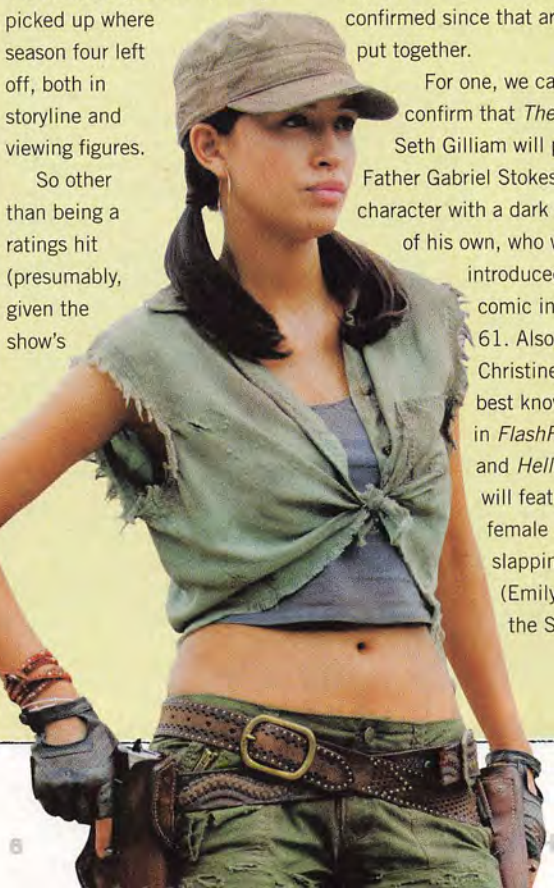
Rumors also abound on numerous fan sites that Tyler Williams, the young star of *Everybody Hates Chris*, also has a guest role this season, although this has yet to be confirmed by AMC at time of press.

In terms of the storyline, the show's creators are naturally remaining tight-lipped, but it seems like Terminus will not be a permanent home for the characters this season, unlike Hershel's farm or the prison in previous years. Executive producer Robert Kirkman and Gimple have both implied that the characters may well be split up from each other again, as they were in the second half of the fourth season. Executive producer Greg Nicotero added that this season will be more action-packed, and almost all of the cast and crew have stated that this year's storyline

will be darker than in previous years – which, given that this is *The Walking Dead*, means we could be going to some very uncomfortable and provocative places.

*TWDM* is also excited to confirm that AMC's *The Walking Dead* companion series has also been greenlit for a pilot. Set in the same world but in a different location to Rick's group and starring an all-new cast of characters, the new show (which has yet to be titled) will go into production later this year. Kirkman, Gale Anne Hurd and David Alpert will all executive produce, with *Sons Of Anarchy*'s Dave Erikson onboard as the series showrunner.

Exciting times indeed!



Official sites: [www.skybound.com](http://www.skybound.com),  
[www.thewalkingdead.com](http://www.thewalkingdead.com), and  
[www.amctv.com/shows/the-walking-dead](http://www.amctv.com/shows/the-walking-dead)





# THE GAME PLAN

Exciting news for gamers: a new video game based on *The Walking Dead* comic book has been announced. The game is some way off, with a very loose release date of 2016, but a few details have been confirmed.

It will be a first-person co-op shooter with additional survival horror, stealth, and RPG elements, and it will be created by Starbreeze Studios and OVERKILL Software, who collectively have created such games as *Chronicles Of Riddick*, *The Darkness*, *Brothers: A Tale Of Two Sons* and *Payday 2*.

After the success of the innovative and multi-award winning Telltale Games' point-and-click games based on the property, it was almost inevitable that another *The Walking Dead* game series would come along. And it could be the first of many, *TWDM* has learned.

We caught up with the president of Skybound Entertainment's newly formed interactive division, Dan Murray, to find out more. "Skybound had an appetite to do more in the games space," he said. "They didn't want to do anything that would compete with Telltale, so my goal was to find a developer that could do something completely different. The Starbreeze folks are experts at creating online co-op action games and telling stories in a non-linear fashion, so all the things that Telltale's game isn't. This game will offer a very different experience. We want to give the fans something more, rather than something else."

An industry veteran with more than 10 years' experience, Murray



joined Skybound in January 2014 to specifically look at how the company's properties could be translated into the gaming sphere, and the perfect starting point was *The Walking Dead*.

"We want to create something that's unique in *The Walking Dead* world," he noted. "Starbreeze's work on *Brothers* is an indicator of what these guys do really well, which is to marry a narrative-driven story with a gameplay experience, but they also have this ability to create something that relies not just on that experience.

"We're really excited about maintaining emotional storytelling, with choices that have direct consequences, but in a platform that allows players to also create their own story. We're trying to tell a story in a non-linear fashion, so it's not just about the action, not just about shooting walkers, but all

about how you interact with the people around you and the decisions you make."

Elaborating a little more, Murray explained that the cooperative experience, as demonstrated by the supremely fun *Payday 2*, will be a cornerstone of this new game.

"What's made *Payday 2* such a smash hit is the community and getting people to work and communicate with each other. The heart of the gameplay we want to create is based around that experience, choosing who to trust and not trust, and how you go on that journey to create a new civilization. But we're not simply remaking *Payday 2*. There are going to be a lot of surprises in how Starbreeze will innovate around that. I can't say too much at the moment, but I can say there will be periods of quiet contemplation, it won't just be

about rushing into the action. There will be moments where you have to pull back."

Murray added that the game will also be full of scares to satisfy the horror fan in us all. "If we're making a *Walking Dead* game that's not scary then we're probably missing the point," he laughed. "There will be a lot of surprises and tension in the game."

It's early days, but *TWDM* is already liking what we're hearing. And there could be more from the Skybound stable on the way too. Murray is naturally playing things cool, but stated: "We have a lot of things up our sleeve. It's about finding the right idea and the right creative and letting them lead. We're going to be expanding the portfolio across all of Skybound's properties."

*TWDM* says: game on!

## OVERKILL'S THE WALKING DEAD

### THE COVER GALLERY

Each issue, *TWDM* features exclusive variant covers. New York Comic-Con attendees will be fortunate enough to get the first part of a planned triptych!





# HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond



## AIR RAISING ADVENTURE

As well as video games, Skybound Entertainment is also spreading its wings into movies. Its first venture is entitled *Air* and is set for a theatrical release in 2015, with Norman Reedus starring as one of two main characters alongside *Guardians Of The Galaxy*'s Djimon Hounsou.

*Air* will be directed by Christian Cantamessa from a script he co-wrote with Chris Pasetto. Robert Kirkman, David Alpert (executive producers on *The Walking Dead*), Brian Kavanaugh-Jones, and Chris Ferguson will produce.

It's set in a post-apocalyptic world that has been devastated by war, leaving the world's air toxic. In an attempt to save humanity, the government has created a number of underground bunkers housing cryogenic tubes for the country's brightest minds. Reedus and Hounsou



play maintenance workers. Naturally, things don't run smoothly, leading the pair into conflict.

"I'm really excited about this film," said Reedus in the Skybound panel at San Diego Comic-Con, which saw the debut of the movie's teaser trailer and poster. "Christian is going to be a big director... I knew he had a unique script. It has such a claustrophobic feel to it. I'm so proud to be part of this film."

The script is what also drew Alpert and Kirkman to the project. Alpert said: "We thought there was something really special there. It touched upon a lot of themes we love. It wasn't about the gore or the violence. It was a wonderful character study of these two guys, played by Djimon and Norman, about their love, their relationship, and how the end of the world has affected their friendship."

Kirkman added: "It's great to see our little company continue to grow and grow and grow. It's a big deal for us."

View the full Skybound SDCC panel: [www.youtube.com/watch?v=xU6Ru\\_ZwAMs](http://www.youtube.com/watch?v=xU6Ru_ZwAMs)

PHOTO: Sony Pictures.

## GOING, GOING, GONG!

AMC's *The Walking Dead* was recognized at the premiere US TV Awards show, the Emmys. While the series was overlooked in the performance categories, season four was up for two creative awards: Outstanding Special And Visual Effects In A Supporting Role for '30 Days Without An Accident,' and Outstanding Sound Editing For A Series for mid-season finale, 'Too Far Gone.'

Sadly, it wasn't able to add to its tally of two Emmys, missing out to Starz' *Black Sails* in both categories. However, to be nominated is a great honor and illustrative of the industry appreciation for the show.



While the Emmy members may not have thought *The Walking Dead* actors were worthy of a performance nomination, the EWys, *Entertainment Weekly's* awards for the "Emmy snubbed," disagreed. Norman Reedus (Daryl) and Melissa McBride (Carol) were nominated in the Supporting Actor and Actress categories respectively for their fine work last season, although both were just nipped to the post in this publicly voted competition.

## SWORD IN TWO

No Minimates news this issue, but *TWDM* has learned of some rather cool new *The Walking Dead* merch on the way from Diamond Select Toys (DST).

Debuted at San Diego Comic-Con, Michonne's Sword Letter Opener Set and Michonne's Pet Zombie 2 Vinyl Bust Bank are both due for release from DST before the year is out.

The letter opener is a miniature 10-inch replica of Michonne's katana from the comic book, held in place by the amazingly detailed skewered zombie head, and is priced at \$89.99. *TWDM* knows this will be the only way we open our fan mail from now on.

The vinyl bust bank depicts Michonne's other pet zombie in glorious (and gruesome) color, making the perfect partner to the first pet zombie bank and the

Michonne bust bank, which are already on general sale. As with the other sculpts in the range, it also features a coin slot in the back for keeping your spare change. It will retail at \$22.99.





# MEAT AND GREET

AMC's *The Walking Dead* and Slim Jim have partnered up for a unique promotion. Not only is the beef jerky and meat stick specialist offering limited edition *The Walking Dead* packaging, but it is giving one lucky sweepstakes winner a chance to meet the cast of the show.

The promotion runs between October 6, 2014 and April 6, 2015, with Slim Jim (a brand of

ConAgra Foods) temporarily changing the name of its bold Steakhouse Kickin' Carne Asada flavor to Carnage Asada.

In addition, special *The Walking Dead* graphics will be featured on Slim Jim's Twin Pack Sticks, Snack Sticks, Beef & Cheese Sticks, and Beef Jerky in grocery and convenience stores across the country. All can also

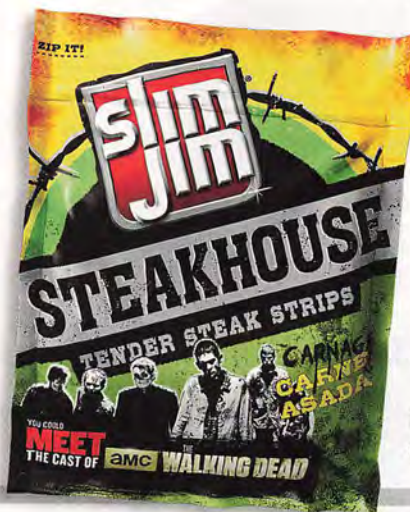
be purchased from [ShopTheWalkingDead.com](http://ShopTheWalkingDead.com).

An equally mouth-watering prospect is the chance to win a trip for two to San Diego's convention in July next year. The grand prize winner will not only get to meet the cast of *The Walking Dead*, but will also take home a year's supply of Slim Jim snacks.

On top of that, every week a winner will be drawn at random to receive a copy of the fourth season on DVD and *Battleground: The Walking Dead*, the plug-and-play video game by Jakks Pacific.

To enter the sweepstakes, visit: [amc.com/DeadMeet](http://amc.com/DeadMeet)

For more about Slim Jim, visit: [SlimJim.com](http://SlimJim.com)



# WOLF IN THE FOLD



Wolves are cool. Crossbows are cool. And Daryl Dixon is definitely cool. Put those three things together and you have a super cool new statue from 3D Systems/ Gentle Giant Ltd.

Due for a release in the second quarter of 2015, this awesome sculpt was inspired by Norman Reedus himself. The actor, whose character has been affectionately

dubbed The Lone Wolf by fans, requested that 3D Systems/ Gentle Giant create a statue that embodies that free-wheeling, rebellious spirit of his character, and this is the result.

Created at 1:8 scale and 10.25 inches high, each piece is hand-numbered and will come with a certificate of authenticity. It is a limited run and will retail at \$239. Find out more: [www.gentlegiantltd.com](http://www.gentlegiantltd.com)

## THE TWEETING DEAD

We trawl Twitter for fun *Walking Dead* tweets so you don't have to...

"New @delta preflight video. Glorious! No ALF... But it had tribbles! Please @delta never stop!" [RobertKirkman](#)

"So...my toy appeared in several scenes on the last episode of CBS' *Unforgettable*. Give him some lines!" [@ChandlerRiggs](#)

"Just wanted to say thank you for all the nice people that are waiting outside of set when we get off work. Thank you guys for all the love." [@wwwbigbaldhead](#)

"I lost a month to *PAYDAY 2* becoming a very efficient bank robber. Excited to see what they do to make the next generation of zombie killers." [@SeanMackiewicz](#)

"Interpretive dancing to new @ethanjohnsmusic record. All my worries and stresses disappearing." [@emmykinney](#)

"I never thought I'd say this, but I ate too much pudding at the panel." [@ScottMGimple](#)

"Omg from Charlotte to ATL. Tomorrow NY! I'm weirdly used to being in the sky now. I'm like a bird. Further proof: I'm tweeting. #NeedSleep" [@nerdist](#)

"I hope all y'all Rooker fans who've been watching *The Walking Dead* marathon are not too sad of MERLE's demise..." [@Michael\\_Rooker](#)

## WHO TO FOLLOW...

@RobertKirkman; @SteveYeun; Norman Reedus [@wwwbigbaldhead](#); @mcbridemelissa; @ChandlerRiggs; @LaurenCohan; @emmykinney; @ChadLColeman; Michael Cudlitz [@Cudlitz](#); Christian Serratos [@cserratos](#); Alanna Masterson [@lightbrigade](#); Gale Anne Hurd [@GunnerGale](#); @ScottMGimple; @bearmccreary; Chris Hardwick [@nerdist](#); @TheWalkingDead; @SKYBOUNDENT; @WalkingDead\_AMC; @ImageComics; @AMCTalkingDead; @WalkingDeadMag

### DON'T FORGET!

You can follow *TWDM* on Facebook (search 'Walking Dead Magazine') and Twitter ([@WalkingDeadMag](#))



## NEWS IN BRIEF

### THE HILLS ARE ALIVE

Gamers will know by now that Norman Reedus (Daryl Dixon) is set to star as the lead character in a new *Silent Hill* game, called *Silent Hills*. A playable teaser was available for download on the PlayStation 4, listed as *P.T.* on PSN, and those who completed the truly terrifying and head-scratching game were treated to a short trailer featuring Reedus' likeness at the end. *Silent Hills* sees games legend Hideo Kojima (*Metal Gear Solid*) and movie visionary Guillermo del Toro (*Hellboy*) team up to reportedly create the scariest game ever!

### GRAY MATTERS

More Dixon news: Funko has released an all-monochrome version of its Daryl Dixon Pop! Television figure. This cute little 3 3/4-inch vinyl figure is available exclusively at Walmart and is out now.



### BATTLE ROYALE

Not strictly *The Walking Dead* related, but its publisher Skybound Entertainment has partnered with tabletop card game *Superfight* and its creator Darin Ross. The game pits players against each other in a battle to determine which super villain would win in a fight and, as anyone who's played it will attest, it's incredibly good fun. Ross said: "Skybound is the perfect partner for *Superfight*. They understand the game's audience. But more importantly, they love making things as much as I do, and they care very much about making those things as good as they can be." Find out more: [superfightgame.com](http://superfightgame.com)



# HEAD SHOTS

A full round-up of everything that's been happening in *The Walking Dead* and beyond

## TABLETOP GEAR

It's no lie to say that *TWDM* has been very impressed with the tabletop games based on *The Walking Dead* that we've played to date. Now the company that produced both *The Walking Dead* Risk and Monopoly, USAopoly, has just released three new games with a decidedly walker horde theme.

The first is a form of Battle Yahtzee (RRP \$29.95), a new take on the traditional dice game in which players aim to not just build up their own score but take points

away from their opponents too. Up to four players start with a full life of 100 points. A roll of the die in the specially crafted zombie head cup (a collector's item on its own), and the points can either reduce your opponents' score or bolster your own.

"It's a unique way of playing the game," said USAopoly's creative director, Luke Byers. "It makes it much more social, with a lot of banter."

The second game based on the property is *Bang!* (\$24.95). Although not as well known in the US as in Europe (and particularly Italy, where the game originates), *Bang!* is a card game where three to seven players take



sides and try to eliminate their opponents. It sounds simple, but not when you don't know who's who.

"Everything is secret apart from the lead characters," said Byers. "You can create alliances and break them or attack the wrong people. It really works for *The Walking Dead*. *Bang!* doesn't have the brand awareness of *Risk*, but it is an incredibly fun game."

Finally, USAopoly is releasing *The Walking Dead TacDex* (\$9.95), a card game created in-house for two players. It's aimed at a younger audience, but plays, as Byers says, "like *War on steroids*".

Find out more: [www.usaopoly.com](http://www.usaopoly.com)

## ZEN AND THE ART OF PINBALL

It's a good time for lovers of pinball and *The Walking Dead* right now. Not only is Stern Pinball developing a real table based on the TV show, but Zen Studios and Telltale Games has teamed up to adapt the latter's award-winning video game for the digital medium.

The table encompasses a range of events from the first season of Telltale's title. Recreating the unique visual style of the original game, the game also incorporates another key element: choice-driven gameplay. The table includes

such scenarios as choosing who to save and who to leave behind, searching for supplies, and navigating through walker herds. It also includes original story dialogue from the cast.

Zen Studios said: "As huge fans of Telltale Games, we are extremely honored to be able to work with them to bring our fans a memorable, authentic pinball experience based on *The Walking Dead*."

*The Walking Dead Pinball* is out now on PlayStation 4, PlayStation 3, PS Vita, Xbox 360, Wii U, Mac, Steam, Android and iOS.







## END OF DAYS

It's time to experience the world of AMC's *The Walking Dead* for yourself once more as the hit show returns to Universal Studio's Halloween Horror Nights (HHN) for its third consecutive year. Once again, guests will be able to traverse the nightmares experienced by Rick, Daryl and co all for themselves when HHN descends on Universal Orlando Resort and Universal Studios Hollywood on select nights from September 19 to November 1. And all roads lead to Terminus!

It's rare for a horror property to be picked up again by Universal Studios, so it's testament to *The Walking Dead*'s popularity that it's making its third appearance at HHN, with the maze this year ominously entitled End Of The Line.

"It's always a careful decision," said Universal Orlando Resort's HHN creative director Mike Aiello. "Fortunately, it's a brand people have really attached themselves to, including



many atypical horror fans who otherwise might not have discovered the genre or found themselves at Horror Nights. *The Walking Dead* is a great way to bridge that gap.

"It helps that almost every season of the show uses a new locale, with this year's maze reflecting the fourth season. That means guests can expect to visit the Big Spot grocery store, the country club, the moonshine shack, the dark train tunnel and much more on their way to the 'sanctuary' of Terminus. They will also meet an array of walkers from the season, including the

prison plague victims and the burnt zombies. The series' executive producer and special effects makeup supervisor, Greg Nicotero, has been working with both resorts to ensure the HHN experience is as near to realistic as possible.

"Our fans are as intense as the walkers when it comes to new interactive experiences that put them at the heart of the show, so it's our responsibility to create characters and environments that are as authentic as possible," said John Murdy, HHN creative director at Universal Studios Hollywood. "Working in partnership

with Greg Nicotero is incredibly rewarding. His expertise combined with our vision delivers the most outstanding and credible *Walking Dead* experience anyone could imagine."

On the west coast, as well as the End Of The Line maze, guests will also be able to ride Universal Studios Hollywood's unique Terror Tram, which has once again been invaded by *The Walking Dead*. And there's a new scare zone attached to the main maze, entitled Welcome To Terminus.

Find out more: [www.halloweenhorrornights.com](http://www.halloweenhorrornights.com)

## MORE POP! FOR YOUR BUCK

If you missed the Hershel Pop!

Television figure Funko produced as a San Diego Comic-Con exclusive, you'll be pleased to learn that the character is part of a new range of the cute figures that's just been released.

Sadly, this version doesn't come with removable head, like its gruesome SDCC counterpart, but it's still an attractive addition to the set. Other figures in the range this time are Prison Glenn, Tyreese, Teddy Bear Girl Walker, Carol and, perhaps best of all, the Well Walker, which splits apart, just like it did in 'Cherokee Rose.' All retail at \$9.99.

Find out more: [www.funko.com](http://www.funko.com)





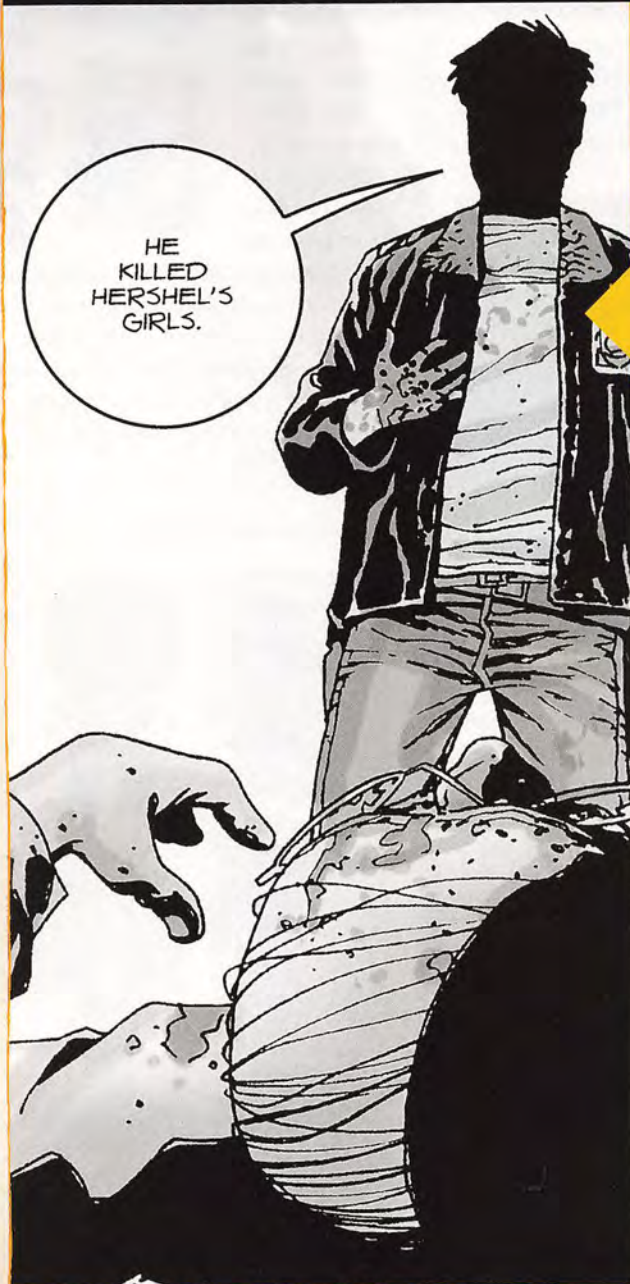
# TOP 5



We pick five of our *Walking Dead* favorites, from characters and moments to lines of dialogue, weapons, deaths and more.

WORDS: Russell Cook

## MOMENTS OF MADNESS OR WE ALL GO A LITTLE MAD SOMETIMES



**5.** We all have our opinions on how to dole out justice, but most of us will agree, when it comes to the decapitation of two little kiddies, there's no punishment to fit the crime. It's understandable, then, that in issue 17, Rick completely loses it after realizing that Thomas Richards, one of the prison inmates he vouched for, is responsible for their death. Our hero beats the animal to within an inch of his life, leaving Thomas' face unrecognizable and his own hand near enough broken. This isn't the first time our main man has snapped and it almost certainly won't be the last.

**4.** When the group finds out that Billy was killed by his own brother Ben in issue 61, Carl sees red and acts, waiting until nightfall before sneaking into the van where Ben is locked up and putting a bullet between his eyes. Now the death of a young one is never easy to take, but it's obvious that *The Walking Dead* has no concern with disposing of its most vulnerable – it's just another grisly part of apocalyptic life, right? Still, if the kids are beginning to break, what hope is there for the future? Tough times ahead.





**3.** In issue 15, after witnessing the reanimated corpse of his daughter getting shot by her boyfriend, Chris, Tyreese goes to the dark side and chokes him to death. He doesn't stop there though, as he continuously beats the reanimated boy like he wants to kill him again and again. Later, in issue 16, the gang heads into the gym to clear it up, but Tyreese has other ideas, throwing himself into the middle of this mini-horde of zombies, taking them all on in a mad frenzy, and leaving the others with no choice but to lock him up with them. When they return later, the group finds him sitting on the floor surrounded by piles of dead zombies. Awesome!



**2.** Now, we know all about biters, walkers, roamers, or whatever they're called, and we know that they like to bite. What we didn't know – at least until issue 57 – was that, if pushed enough, humans can bite, too. When three bandits capture Rick and set about raping his son Carl in front of his very eyes, our law-enforcing hero sinks his pearly whites into the jugular of one of the men, killing him there and then. This terrifying act is enough to send the other two reeling, and enough for Rick to begin to question his own sanity... not for the first time.



**1.** The tortuous, violent and, let's be honest, even if it does sound psychotic in itself, satisfying torture of the Governor at the hands of Michonne is one of the comic's defining moments of insanity. No doubt about it. After being subjected to repeated rapes and beatings, our katana-wielding beauty gives the series' first true villain what he deserves; she drills a hole in his shoulder, cuts off his hand, shoves a spoon up his backside, all before gouging out his eyeball. We have a winner in this category, everybody – Michonne! Good for her...





# TOP 5



## COPING MECHANISMS

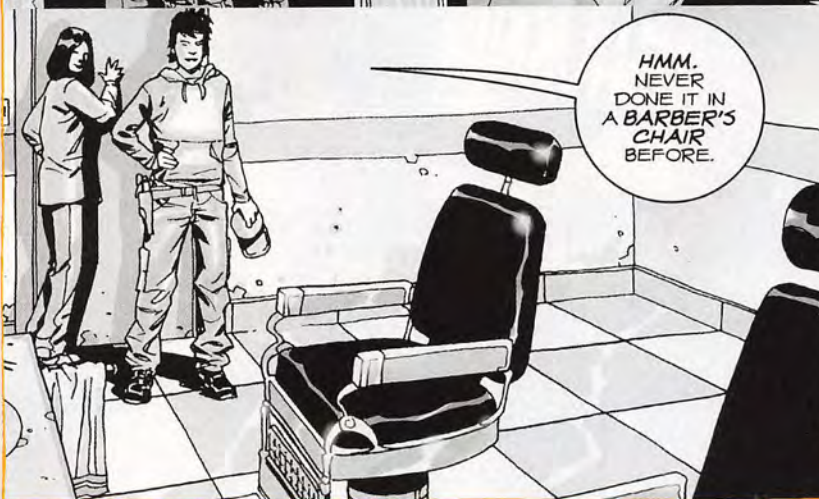
**5.** While capitalism dominates and organized society rules the roost, the simple task of doing one's washing might seem like a pretty laborious task. But, in Lori's apocalyptic world, it's quite the opposite – it's an escape from a truly gruesome reality. We quite often see her mulling things over while wringing Rick's (only) shirt dry. The mundane nature of the job seems to help her forget things for a while. In issue three, after carting the dirty linen down to a nearby stream, she, Carol and Donna get themselves a

little sister time and it's here where we learn a little more about her and Rick's past.



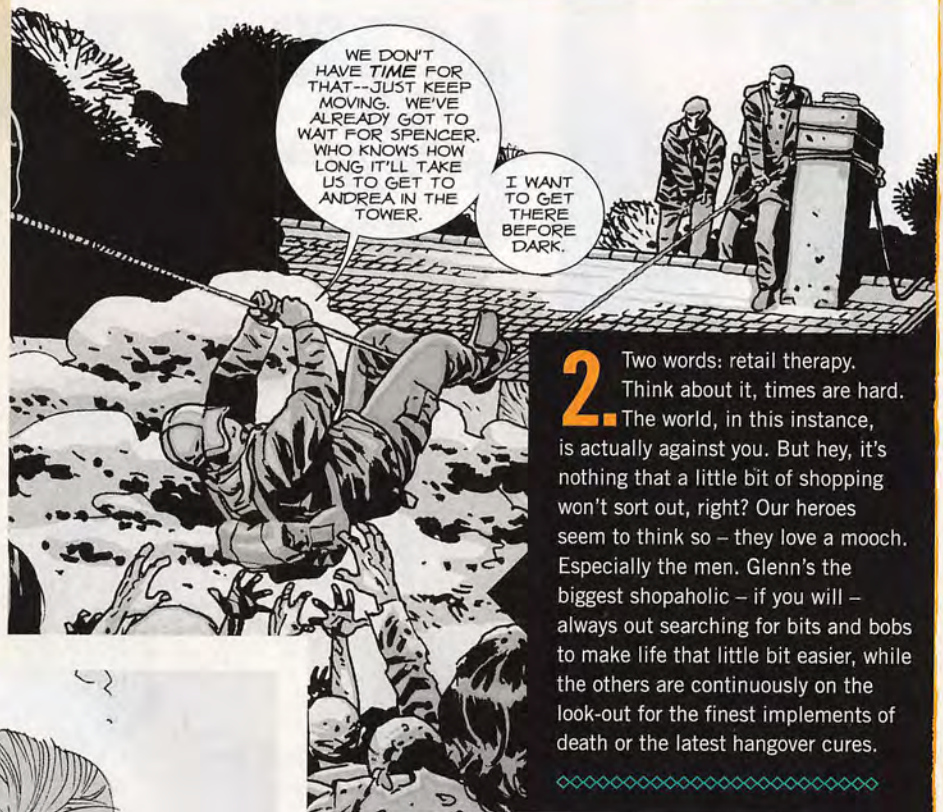
**4.** Apparently, the apocalypse is quite the aphrodisiac. Our heroes are always at it. From Shane and Lori to Lori and Rick, to Glenn and Maggie and Dale and Andrea (and any number of other 'romantic' encounters), the imminent threat of a bloodcurdling death followed by a seeming eternity of seeking out

human flesh, while meandering about like a drunken idiot in search of a burger at 3am, is quite obviously a turn-on. Whether you agree or not, expect to see plenty more sexy time in the future. You can almost bank on it.





**3.** Was it Rick's or was it Shane's? We'll probably never know the real father of baby Judith, but, despite her horrific and untimely death at the hands of the Governor, one thing's for sure, if the human race is to survive, others will need to follow suit and pop out some little ones. It's a big distraction and gives everyone something else to fight for. Thankfully, Glenn and Maggie got the message and, while Glenn is sadly no longer with us, their offspring is the future, providing hope and something for people to fight for and protect.



**2.** Two words: retail therapy. Think about it, times are hard. The world, in this instance, is actually against you. But hey, it's nothing that a little bit of shopping won't sort out, right? Our heroes seem to think so – they love a mooch. Especially the men. Glenn's the biggest shopaholic – if you will – always out searching for bits and bobs to make life that little bit easier, while the others are continuously on the look-out for the finest implements of death or the latest hangover cures.



**1.** Now, as successive governments continue to tell us, the best way to deal with tough times is to get a job and, while we may find that difficult in the current economic climate, imagine trying to do so during the apocalypse. However, in issue 78, as Douglas relinquishes control of the Alexandria Safe-Zone, Rick does just that by taking over as leader. Let's face it, he's got all the prerequisites for the job and his CV is pretty strong, too. After all, he's managed to keep relative order so far, so why not?







# KIRKMAN CORNER

AN INTERVIEW WITH ROBERT KIRKMAN

Time jumps. Five-year anniversaries. Father Gabriel. Negan. Robert Kirkman discusses all of these things and more in our regular catch-up with the man who created *The Walking Dead* comic. We also learn what keeps Mr Kirkman awake at night... Scary stuff!

INTERVIEW: Tara Bennett

**SPOILER ALERT: THIS FEATURE INCLUDES POTENTIAL TV AND COMIC BOOK SPOILERS**



Let's start in the comic book world of *The Walking Dead*. We're a couple of issues into the new arc and characters a lot of fans expected not to make it, such as Negan, are still alive, while others, such as Michonne, are still MIA. How much fun has it been to gauge reader reactions about those choices?

It's always fun for me to play on expectations. Negan as a character is very resourceful and intelligent and crazy. I love the fact that readers are wiggling out saying, "This is going to go bad!"

As you say, everyone expected me to kill Negan at the end of 'All Out War' and I love hearing that. Narratively, having read stories before, people expect him to get out and cause trouble, but maybe that isn't going to happen... We'll see where things go; I think there's an interesting path set out for Negan. But, it's entirely possible that there's going to be some new elements that will be more urgent. There

**"Everyone expected me to kill Negan and I love hearing that. Narratively, people expect him to get out and cause trouble, but maybe that isn't going to happen."**

are cool things coming and it's going to escalate.

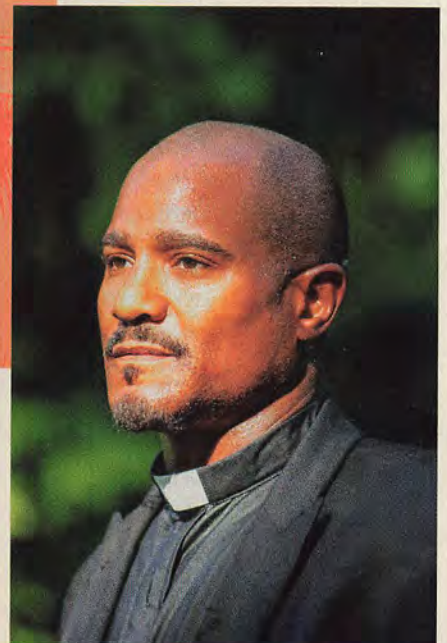
**As the story has shifted almost two years ahead, what are you trying to illustrate about the characters who are still alive?**

There's a lot at play. When I introduced characters like Negan, Ezekiel, and Jesus, I said the characters who would survive in this world to this point are going to be very unique and capable





**"Without the interference of humans, the walker population is going to get bigger and bigger, as roving super herds move across the nation."**



and nobody knows where they are going because they all think that one of them knows that food is nearby.

Without the interference of human beings, the walker population is going to get bigger and bigger, as roving super herds move across the nation with no stopping them. It becomes about constantly steering them away from these tiny pockets of civilization. It's terrifying.

**Shifting over to the fifth season of AMC's *The Walking Dead*, let's talk about the casting of new characters. Are you in the room doing auditions with executive producer Scott M Gimple?**

We work with the Bialy/Thomas Casting agency and they bring in the best of the best. They are fantastic. When it comes to getting into it and casting characters, we

in their own ways. Jesus, for instance, is capable of surviving almost anything.

Now that we've moved further forwards in time, a character like Magna... there is something about her and some reason she has been able to survive this long because normal people and weak people don't last. Revealing all of that is going to be fun.

**There's been some peace regained, so what is that doing to the human settlements?**

There are a lot of people at the Hilltop, at the Kingdom, at Alexandria that have lived a pretty easy life and are not really as prepared for living in the apocalypse as some other characters. Now you will have

these people living side-by-side in these environments and it's going to lead to some cool stuff.

**How have the walkers evolved as a threat?**

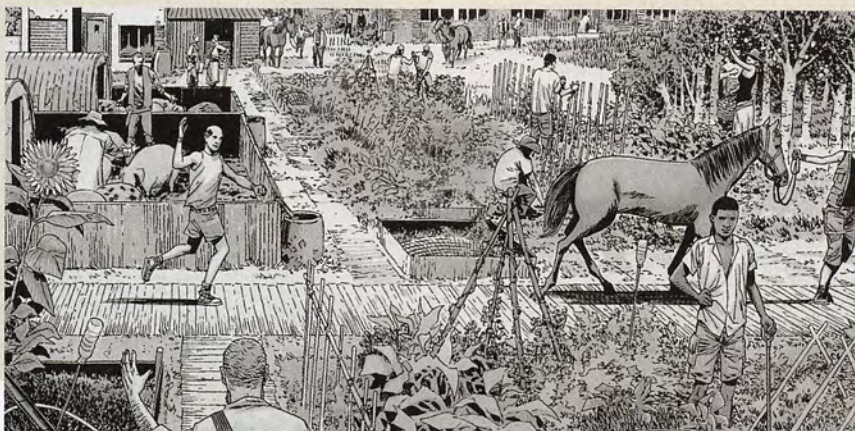
One of the things I really wanted to illustrate with the opening of issue 127 is that as society has crumbled and humanity has died out, what do these things do? I introduced the concept of the herd, where one follows another to eat

**OPPOSITE PAGE, TOP:** Negan survived? WTF? But it will lead to some great storytelling in the future.

**BOTTOM:** Jesus and newcomer Magna are born survivors, for the moment.

**THIS PAGE, ABOVE:** The walker numbers are growing, according to Kirkman. **RIGHT:** Seth Gilliam will play Father Gabriel in season five.

**BELOW:** Yeah, sure, it's all fun and games now...





**"Five years is a big deal for all of us. It's great that we have all these new elements with new locations and new characters... It brings a lot of energy to the show."**

really just cast the person who is best for the role.

It's funny because Seth Gilliam will be playing Father Gabriel, and when it came time to cast the character we threw a net that was pretty wide. When we were going through the audition tapes, Seth was clearly the guy. There were a lot of candidates that did amazing work, but there was something about how he can portray this man of God with his quirky personality. Scott called me on the phone and said, "It's Seth from *The Wire*. What do you think?" I'm like, "It's clearly him."

Now I've spoken publicly about how I won't rest until I've hired every actor from *The Wire*, but that was a joke. I'm not a maniac. (Laughs) I would love to work with any actor from *The Wire*, but to a certain extent am I being too cute about that, you know? That's not the way to cast a show, but we talked and we're not *not* going to pick the best guy because of that. So expect more cast from *The Wire*...

**Five years is a huge milestone for any television show to hit. Has it felt like a big marker on the creative side?**

Yes, five years is a big deal for all of us. It's great that we have all these new elements with new locations and new characters. Our cast evolves and changes because it's important. It brings a lot of new energy to the show and it's great we have that.

**The introduction of the Father Gabriel storyline opens up the topic of religion and faith again in the series. What's interesting about that for you as a writer?**

It certainly adds another element. That way of thinking, we explored it a little bit with Hershel and a few other characters and it's not something we have done too much of

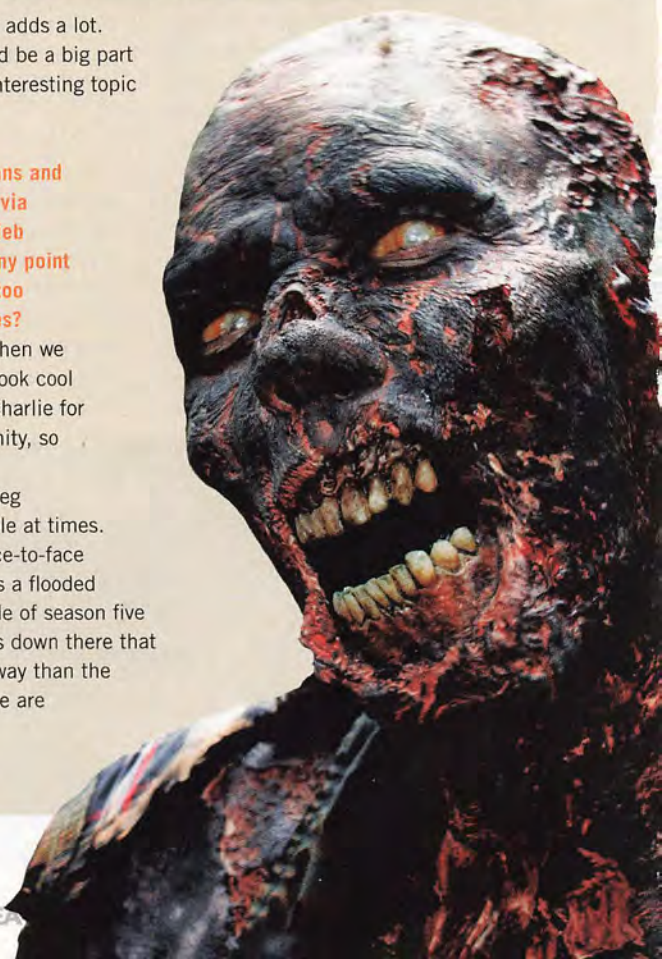


in the comic book series, but it adds a lot. In an apocalypse, religion would be a big part of a lot of our lives, so it's an interesting topic to tackle.

**Alright, let's hand over to the fans and their questions submitted to us via Facebook and Twitter. Wendy Lieb Schapiro asks if there's been any point at which you say, 'Yeah, that's too gross!' in regards to the zombies?**

Charlie [Adlard] will tell you, when we do zombies in the comic they look cool and not gross. I give props to Charlie for drawing them with such humanity, so they look sad and pitiable.

But [executive producer] Greg Nicotero's work is uncomfortable at times. Seeing it in 3D, in real life, face-to-face is really hard to look at. There's a flooded basement in the second episode of season five and there's a bunch of zombies down there that are waterlogged in a different way than the [season two] Well Walker. These are guys living in the water and they are decaying with skin dripping off of them. They







OPPOSITE PAGE, TOP: Father Gabriel will re-introduce the concept of religion into the TV series. BOTTOM: The makeup team's work is both tremendous and terrifying. THIS PAGE, LEFT: What has happened to characters such as Dwight in the comic? Will we see them again? BELOW: Negan served his purpose – to shake things up in the comic – well.

are full of water so they are just sloppy and nasty. It's not good.

**Dawn Crowley wants to know when you lay down at the end of the day what creeps into your mind that you consider a nightmare, or makes you click on the nightlight?**

I've never had a zombie nightmare. I hear people talking about those, but they don't happen to me.

I don't remember my dreams a lot. This is awful, but I have had nightmares where I murder someone and I'm hiding the body. I think to myself in the nightmare, 'Why did I do this? I'm going to go to jail now. This is terrible!' Then I wake up. And I'm not crazy. It's never a loved one. It's always a stranger. I wake up and I'm relieved it's just a dream and I'm not a murderer!

**Damien Raynor wants to know in the comic book world, are we ever going to see Michonne, Dwight and the Saviors again?**

Theoretically, if they are alive, yes. We will learn the fate and/or check in on every character that we haven't seen but, that being said, I'm in no hurry. There's a lot of stuff to deal with. We started in Alexandria and didn't touch on it too much. We've moved to Hilltop in recent issues and we will explore that location quite a bit.

The fun part is, as the world opens up and we establish the status quo on all these locations, I feel like I'll be able to freely pop into these locations.

And here's a tease: it's entirely possible that in the time jump they possibly



established another community. So there is a lot more going on than you may have realized at first.

**Jason Hill is curious about how you go about creating new characters for the comic book.**

I might need somebody to do this with Carl, or I need someone to do that with Rick. Or I think there should be someone like this in the world and it takes me time to work them in. Negan was created because I wanted a psychotic villain who kicks a beloved character away at random. It was that scene that facilitated the existence of that character because I asked, 'Who would do that? What kind of person would be like that?' And from that came this guy who I knew would be the leader of the Saviors. But until I came up with that scene I didn't think out what the ins and outs of that character were.

**Finally, Ashley Smart wants to know, if you could choose your own death in the comic book, how would you go out?**

Too many cheeseburgers? No, that's my real life and it's kind of morbid. I'd throw myself off a building. I like that feeling of freefall and it would be a quick way to go. Popping like a water balloon! •

## SEND TWDM YOUR ROBERT KIRKMAN QUESTIONS

Here's your chance to ask Robert Kirkman a question about anything and everything to do with *The Walking Dead* universe. Send your questions, thoughts and opinions to [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com), and we'll put the best ones to the man himself next issue.

**"When we do zombies in the comic they look cool and not gross... But Greg Nicotero's work is uncomfortable at times. Seeing it in 3D is really hard to look at."**





# SLAUGHTERHOUSE FIVE

## TWDM'S SEASON FIVE PREMIERE SPECIAL

It's here. Let's all breathe a big sigh of relief and, like a hungry walker in an abattoir, prepare to chow down. With the premiere episode of season five hitting our screens on October 12, *TWDM* takes a special look at what lies in store with the help of the cast and crew of AMC's hit show. We also offer some predictions on what might happen using the comic book as our guide. Bring on the blood! **INTERVIEW & WORDS: Tara Bennett**

**S**ix and a half months. That's how long we've been suffering a collective stomach clench while sweating over how Rick Grimes and his survivor family are going to get out of that train car in the Terminus compound.

Oh, the agony!

Finally the wait is over and the global unrest associated with AMC's *The Walking Dead* fans' experiencing the show's first real

season finale cliffhanger isn't lost on the creative team behind the show. Executive producer Gale Anne Hurd might even have a bit of a wicked grin when she acknowledges to *TWDM* that, "We've never left our characters on a cliffhanger with our entire cast in jeopardy or missing before. We've picked up months later before, when the new season begins, but this time we heard Rick make the declaration, 'You're screwing with the wrong people.' We're going to find out just how badly the 'Termites' are going to pay."

And pay they will, because season five of *The Walking Dead* features a much more 'evolved' Rick Grimes. After giving peaceful farming a go in season four, the Governor's attack and the plain ol' brutality of their post-apocalyptic world has turned Rick into a much darker human being, with a far less benign attitude to others.

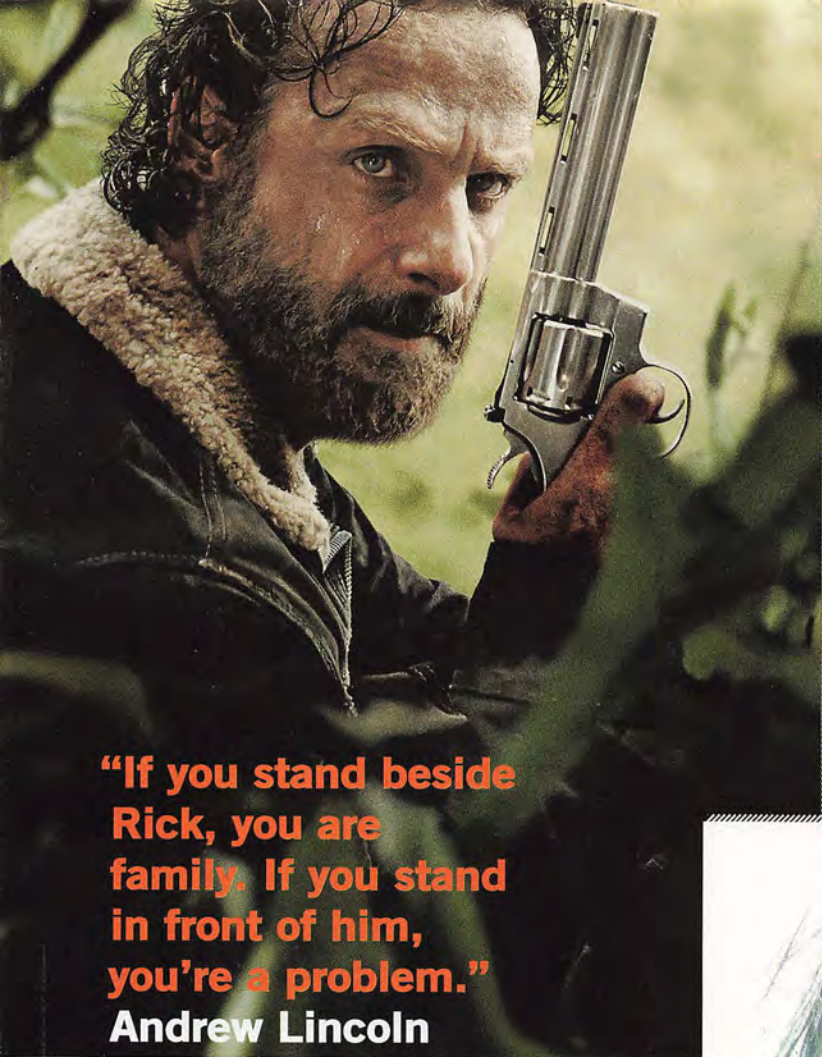
"I think it's a more complete Rick, someone who has no doubt that the brutality and humanity within him is just as valid,"

**"We've never left our characters on a cliffhanger before... We're going to find out just how badly the 'Termites' are going to pay."  
Gale Anne Hurd**



PHOTOS: Gene Page/AMC, Frank Ockenfels 3/AMC





**"If you stand beside Rick, you are family. If you stand in front of him, you're a problem."**

**Andrew Lincoln**

Andrew Lincoln says of the 'new Rick' we'll experience in the season five premiere. "There's no conflict anymore. He's incredibly pragmatic, very uncompromising and, as a result, an incredibly formidable leader.

"It feels like a lot of the struggles and trials are about a man who has just bitten people's throats out," Lincoln says with a light laugh. "That is where he is willing to go and he's looking around going, 'Hey, who's with me?' It's exciting to play, yet cold and very direct. I think it's going to open up a lot of other characters."

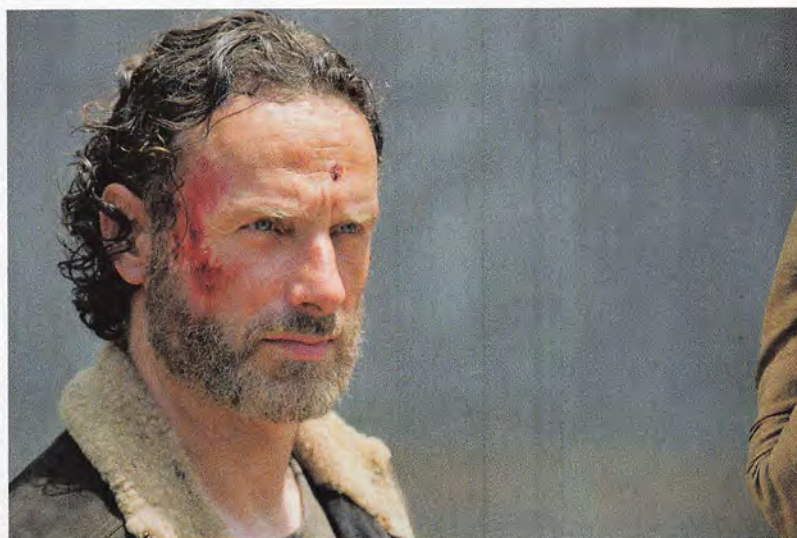
#### GRIMES & SON

Lest we forget, there are a lot of other familiar faces crammed into that boxcar with Rick, including his son, Carl (Chandler Riggs), and fellow survivors Michonne (Danai Gurira), Daryl (Norman Reedus), Glenn (Steven Yeun), Maggie (Lauren Cohan), Bob (Lawrence Gilliard Jr), Sasha (Sonequa Martin-Green), Tara (Alanna Masterson), and Abraham's crew (Michael Cudlitz, Josh McDermitt and Christian Serratos). Some have already witnessed the dark potential of this new evolved Rick, while others are perhaps about to get a rude awakening.

For Riggs, season four was the landscape that recalibrated their father-son bond, which the actor believes will serve them well going into the Terminus crisis and beyond. "I don't think there is going to be any conflict between Carl and his dad," Riggs muses. "From







episode 4.9 ('After'), he's learned to respect Rick fully and that he needs his dad to survive. The really interesting arc of Carl's character is at the end of season three, he shoots a kid in cold blood. In season four, he realizes what he has done and is a monster for doing it. That means he is able to do the things he has to do, but he's conscious of what he's doing at the same time, which a lot of characters aren't... This makes him the ideal weapon for the zombie apocalypse," he laughs.

Sharing their dark sides might seem dangerous to some, but Lincoln is quick to defend his character. "It doesn't mean he's not a great father with moments of tenderness," Lincoln notes.

**"Carl's conscious of what he's doing, which a lot of characters aren't... This makes him the ideal weapon for the zombie apocalypse."**

**Chandler Riggs**



# SEASON 5 PREVIEW

While some people like to speculate on the markets, *TWDM* prefers to try to guess what's going to happen in the forthcoming season of AMC's *The Walking Dead*. We're as much in the dark as everyone else, but using the original comic book as our guide, here are some of the things we feel may be introduced in the series' fifth season. **WORDS:** Stuart Barr

**W**hile there are *The Walking Dead* fans who place their loyalties exclusively with either the television series or the original comic book, there is an additional level of pleasure to be had from being a fan of both. Comic fans will have had a sense of where the show was heading during the second half of season four of AMC's show as the separated survivors converged on Terminus. One of the most popular of the comic's story arcs is 'Fear The Hunters,' which follows soon after the fall of the prison. Many expected this





"He's accepted both [impulses] are just as important. I think from what we've shot this season, it's about the whole nature of family and unity. If you stand beside Rick, you are family. If you stand in front of him, you're a problem. I think the themes of the season are about that, within the group and without."

#### AMERICAN GANG STARS

One of Rick's staunchest supporters is Michonne, who held the *de facto* leader at arm's length until the fourth season. Gurira points out that she came into the show acting more like Rick is now.

"I actually started having to do ass-kicking things and then I got to be a person who had things to say or people to connect to," she notes. "I had to step into her through my body, so I had to learn how this sword and she were one. It was her comrade and best friend in this realm where she wasn't going to trust people for some time to come. So it was lovely to start nurturing relationships where that other part of her could come out. She actually has this very soft part of her, but she had buried it so deep. It's been nice to find that and play that off people."

But that doesn't mean her connection with Rick and Carl will make her soft in season five.

"I think that if you have people to protect, you can become more ferocious," Gurira asserts with passion. "Listen, my sister and I were on safari in December in

**"Michonne actually has this very soft part of her, but she had buried it so deep. It's been nice to find that and play that off people."**

#### Danai Gurira

Zimbabwe. She took all these pictures with lionesses. They would make their lion cubs go away and they were watching us and watching us. She took pictures and then blew them up later and found three other lionesses ready to pounce on us at any second. We were like, 'Were we about to die?' I used to think of Michonne as a cat, but now I think of her as a lioness, because she cares about things she doesn't want to see harmed and she will go possibly further to protect them."

As we know, Reedus' Daryl Dixon went through the emotional mill somewhat in season four, but like Gurira's Michonne he won't be holding back on the physical action this season either, as evidenced by the very real facial bruise he's sporting from his recent days on the set. On any other show, it might be from an errant left hook or even clumsiness. But no, Reedus' current shiner comes from getting hit in the face with a spinal cord(!). It seems

to form the second part of season four, but despite some tricky bluffs, such as the Claimed gang – the redneck hunters Daryl Dixon fell in with – it never quite

materialized. Until 'A,' the final episode of the season.

As the survivors arrived at the railway terminal, hoping for the

sanctuary promised by the various signs and directions found on the road, there was an unmistakable feeling that something wasn't quite right, and that it may be a trap. A point confirmed when Rick Grimes (Andrew Lincoln) spotted various items he knew belonged to other survivors from his group. The season ended with Rick, Carl (Chandler Riggs), Michonne (Danai Gurira), and

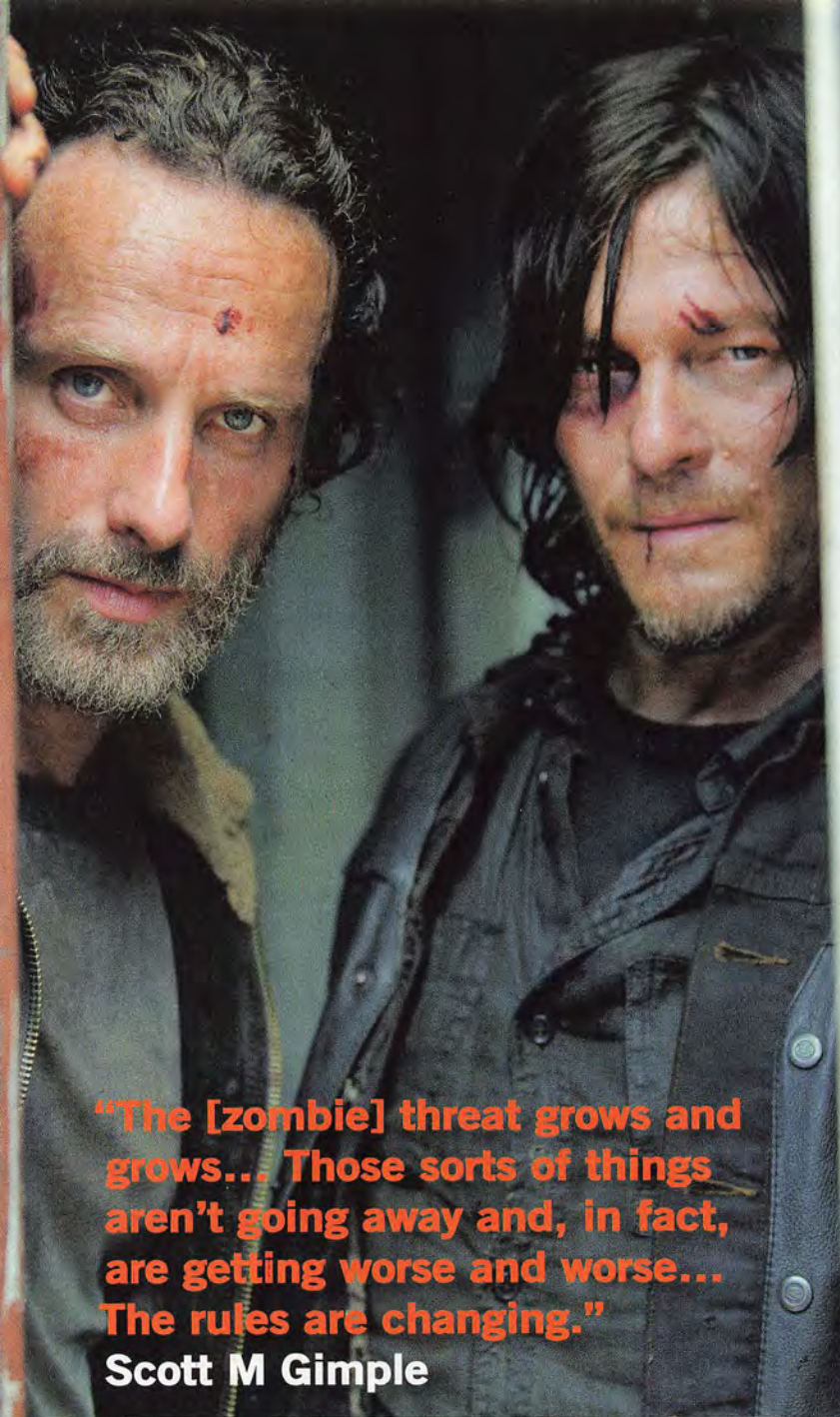
Daryl (Norman Reedus) deprived of their weapons and herded into a cattle cart where they found Bob (Lawrence Gilliard, Jr), Maggie (Lauren Cohan), Sasha (Sonequa Martin-Green), Glenn (Steven Yeun), Tara (Alanna Masterson), Abraham (Michael Cudlitz), Rosita (Christian Serratos), and Eugene (Josh McDermitt).

#### MEAT IS MURDER

The significance of the suspicious-looking barbecue being prepared on their arrival, the maze-like corridors they were forced to flee down, and the







**"The [zombie] threat grows and grows... Those sorts of things aren't going away and, in fact, are getting worse and worse... The rules are changing."**

**Scott M Gimple**

spinal cord abuse is an occupational hazard in *The Walking Dead*. He laughs in agreement and offers: "Our show is the type of show that if you don't come home with a bruise, a cut or whiplash you feel like you haven't done a good job today. So I wear it with pride."

### THE GUY WHO LOVED ME

The newly reunited Maggie and Glenn are also ready to back up their chosen family regardless of their arduous journey last season to find each other again post-Governor attack. In fact, Glenn's protectiveness is something actress Lauren Cohan says she admires most about the character.

"I think Glenn, along the way, has been established as a watcher and caretaker of a lot of people," she explains. "He was even taking the more dangerous missions for the good of the group. What we hoped the audience would understand is that if Maggie finds him, he would be with her *and* protect everyone that had been lost in the escape from the prison."

Steven Yeun admits he also loves that about his character. "I think his heart remains true and that through line is always going to be there. In the second season, Maggie says he's pretty dumb for a smart guy and that's accurate. He had no idea of his potential, but as he gains respect in the group, and respect for himself, he starts to assert that. I really think Glenn is the sum of all people. You hear that adage that 'You are the sum of the five people closest to you' and I feel like so many people have touched Glenn and influenced him to become the person he is. Think about the conversations he must

animal pen that awaited them suggests that the 'Fear The Hunters' arc is about to begin. This was underlined further by the fourth season ending with an uncowed Rick (who had earlier in the episode literally ripped apart the Claimed gang who tried to assault Carl) peering out the slats of the cart and remarking with grim determination, "They're screwing with the wrong people," a line that is almost verbatim from the comic.

If so, then there are a few story traits from the comic that we can look forward to in season five.

For starters, Terminus is most likely the group of Hunters Rick encounters in the comic, a community of cannibals who have been luring unwary travelers into what is essentially a slaughterhouse. Clearly, it won't be a straight retelling of the comic; many elements have already been worked into the latter episodes of season four and Dale, who has his leg eaten by the Hunters, hasn't been in the series since season two (so will someone else be meeting comic-Dale's fate?).

The Terminus denizens we have met are already quite different to

the hunting party of the comic. We don't see that much of them in 'A,' but it seems likely that they have two leaders in the group: Gareth (Andrew

J West) and Mary (*Star Trek: The Next Generation*'s Denise Crosby). They are not as physically imposing as their comic book counterparts, and seem







have had with Dale or Hershel that were never seen onscreen.

"It is very strange to think back as an actor and say it has been five seasons, but I'm lucky to have a written character in a long arc, but a very gradual and effective one. To be honest, I've even felt like,

'Where does he go now?', but Scott [Gimple] took over and he said there's way more to go. It makes me happy to play a character like him."

### THE SEEDS OF DOOM

Finding the right way to showcase the characters and their personal moments within the chaos is something that executive producer

**"The interesting thing about the way the writers craft the story is the little seeds that are planted all the way down our path. You never know how it's going to grow."**

**Greg Nicotero**

more like the heads of a cult-like group. There is evidence of ritualistic activity: including human sacrifice (are they true cannibals, or is this an element of some twisted religious activity?) and artifact collection, as illustrated by the piles of clothes and personal items we saw lying around. Whatever the case, they have clearly been doing this for some time.

### TERMINATED

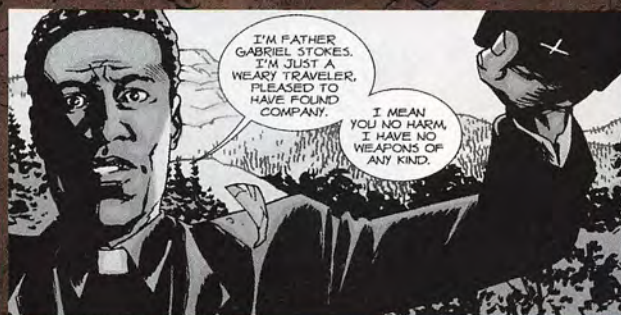
Given that the 'Fear The Hunters' storyline lasts only six issues, it seems doubtful that an entire season can be spun out of Rick and co escaping from

Terminus. So what else may lie in store? The preview trailer released at SDCC suggests that Rick's group form some kind of alliance with Gareth after they reveal that Eugene is vital to the survival of the human race. Even for cannibals, the chance to return the balance of power back to the humans is clearly a temptation too good to turn down. There is certainly lots of distrust among the two groups, but it seems like Terminus may not be a base as long lasting as the prison in seasons three and half of four.

Also very much up in the air — and on the face of it unconnected to

Terminus — is the fate of Beth (Emily Kinney). Who abducted her and why? Last season, the character really developed and her strained relationship with Daryl during the time they were

on the road together gave rise to some great character moments. From the season five preview trailer, we know she's still alive and seemingly held captive by an unknown group who aren't







**"I really think Glenn is the sum of all people... I feel like so many people have touched Glenn and influenced him to become the person he is."**

**Steven Yeun**

and showrunner Scott M Gimple says he relishes. Now in his second year guiding the series, Gimple feels the stories – for him – always come out of the emotional lives of the eclectic cast of character.

"With all these people together, no matter where they may be, there is an escalation and de-escalation of these characters onscreen. It's an incredible dance of these characters' evolutions, each one of them."

Executive producer/director and makeup effects guru Greg Nicotero says he loves the way Gimple and the writers always go for the deeper moments instead of just relying on the action.

"The interesting thing about the way Scott and the writers craft the story is the little seeds that are planted all the way down our path,"



averse to using violence to get their own way. Initially, we thought that there were some possibilities arising from

the comic: the first was that Beth had been taken by the character of Father Gabriel Stokes, who is introduced in the

comic book plot during the Hunters arc. Father Gabriel will be appearing in season five, and Seth Gilliam (another alumni of *The Wire* – clearly a favored series with executive producer Robert Kirkman) will be playing this pious, troubled character. But going from the SDCC trailer, it looks more likely that he is first encountered by Rick rather than Beth.

Alternatively, we thought she may have been taken by Morgan Jones? Again, there have been plenty of rumors of a return for British actor Lennie James' character, and showrunner Scott M Gimple did tell Larry King that he was determined to get James back. However, there was no sign of Morgan in the trailer – but this could be a deliberate omission to keep the fans guessing. We hope that Morgan will make a return, as he's a fantastic, troubled character, but again any connection to Beth seems unlikely at this point.





Nicotero explains. "You never know how it's going to grow. Last season when we started at the prison, we were laying down the idea of, 'Can you come back from the things you have done?' It really is very thoughtfully choreographed. Right now, where we are with season five, we're almost at the middle of the season and all of the seeds are blooming."

Nicotero confirms he is director of the series premiere, 'No Sanctuary,' which is enthusiastically supported by Gimple, who penned the episode. "I love doing the premieres with Greg," he says, "because we are the kings of self-inflicted neuroses. We love laying out the plans for the first episode to Tom Luce, another executive producer who is on the ground [in Georgia] day-to-day, and seeing him lose consciousness for five minutes," he jokes.

They both tease that a huge walker explosion will factor in the season premiere in a gag that comes out of the show's tireless effort to make sure the walkers maintain a potent threat five years into the storytelling.

"If you have a monster and you take its teeth out, it doesn't serve much of a purpose anymore," Nicotero explains. "The direct result of that [intention] was the Big Spot scene [in season four] where all the zombies come through the ceiling. We thought it was cool to take our people, who are trained survivalists, and put them in a situation which they can't possibly be prepared for, and then it all pops again."

"We've done stuff this season that far exceeds even the burned walkers, the crispy guys, the well walker, or the moss walker that was trapped under the tree. They are the appetizers to some of the stuff we have done this year."

Gimple continues: "The threat grows and grows. Last season, in episode three ('Indifference'), there was this incredible herd that [Tyreese] fought his way through. Those sorts of things aren't going away and, in fact, are getting worse and worse. The landscape is getting worse and worse, which is cooler and cooler. The rules are changing."

## ALEXANDRIA AHOY!

So where does that leave Beth? Could she have been taken by one of the pockets of humanity as revealed in the comic book's Alexandria Safe-Zone storyline? It's probably expecting too much to see the introduction of Negan and the Saviors in season five — there's just too much storyline between 'Fear The Hunters' and 'Something To Fear,' which are separated by six volumes in the comic.

However, it's more than possible that the season will end with Rick's group reaching Washington and the Alexandria Safe-Zone, which means Negan may well be introduced in season six. It isn't out of the realms of possibility that either the Terminus group or the group holding Beth may be connected to the





## THE LONG WAY BACK

But what about the beloved characters that aren't in that train car? Carol (Melissa McBride), Tyreese (Chad Coleman), baby Judith, and Beth (Emily Kinney) were all separated from the main group and now it remains to be seen if they're safer away from Terminus... at least for now.

One thing is for sure – after the heartbreak of 'The Grove,' Carol and Tyreese still have a lot of emotional baggage to process before they reunite with Rick. McBride explains: "The

way that the world is now really changes everybody's world view. From where they were to each event that happens and each turning point in their life, it shifts their view."

Coleman concurs and says that Tyreese is still wrestling with the heart of this world.

"It's recoil from all that information that came from Carol," he details. "It was so destructive. He's still struggling mightily with all of it. But the beauty of the character is that he's trying to make a stand, to a certain degree, in his ideology by not participating in what he feels is unnecessary violence, or even just trying to be diplomatic. He's trying to affect people around him, but it's

push-and-pull. So there's a tug-of-war going on within him."

From the season five trailer, we know that Carol and Tyreese will join the main group again, presumably by also arriving at Terminus, which thankfully means that Rick and Carl will be reunited with the youngest member of the Grimes family. While adding an extra pressure point for Gareth (new series regular Andrew J West) to use to exploit Rick and the rest, it also gives them yet another reason to fight, as Josey Wales might say, plumb mad dog mean. Gareth and the Termites really *don't* know who they're screwing with.

## WHAT ABOUT BETH?

And that leaves us with the Beth mystery. She disappeared in 'Alone' and Daryl (and we) assumed she was taken by someone racing away in a car with a cross on the back window. It's no secret that actress Kinney is back this season (after all, she's in the season five trailer), but where her character is, and with whom, are the better questions according to executive producer Robert Kirkman. What we do know from the trailer is that she's at another survivor community, which seems to be run with an iron fist (it reminded *TWDM* a little of Carver's hardware store hideout in *The Walking Dead* video game's season two).

Saviors, either. So no Negan, but our money would be on the arrival of Heath and maybe even Paul 'Jesus' Monroe towards the back end of the season. There's also been an unconfirmed rumor circulating that King Ezekiel will feature in this season – if so, we can't wait to see how they will portray Shiva the tiger.

## JOIN THE DARK SIDE

So that's where the story might go, but what of the main characters – how will they change?

The events at the prison have made Rick more violent in his defense

of Carl, and the trailer did nothing to contradict that he's succumbing to his darker impulses. Could he take revenge too far and endanger the lives of those he seeks to help? The Terminus people don't know that there is a bag of weapons buried just outside the station's perimeter fence, which includes Rick's trademark Colt Python, and you know we haven't heard that weapon fire for the last time.

There's also plenty of back-story to explore with last season's new additions: Abraham, Eugene and Rosita. They have yet to figure

strongly in the series, but as fans of the comic know, there are some interesting tales to tell here.

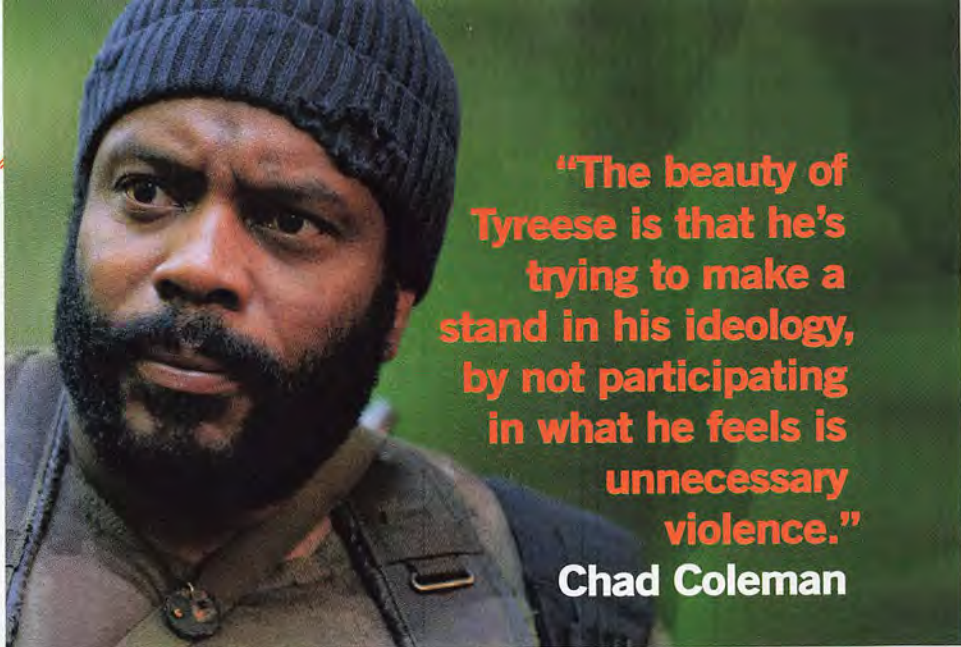
Abraham, in particular, looks like he'll have a beefier part this season, so it's entirely possible that we'll learn what happened to his family and how he met Eugene. He has also yet to spend any time with Rick and in the comic the two have a relationship that is 'complex' to say the least. If Rick is going down a darker path, conflict could arise if he obstructs Abraham's efforts to get Eugene to Washington.

Eugene himself has a dark secret and we feel sure that the show will pick up on this plotline, although it's likely this won't happen until after the Terminus story is, er, terminated. The trailer did reveal a few hints that elements of doubt will creep into Eugene's story of a cure for the zombie virus before the mid-season break.

## DEATH BECOMES THEM

Time to consider the subject that has been a hot topic on many of the social media sites dedicated to the show: who's going to die this season?

**"The beauty of Tyreese is that he's trying to make a stand in his ideology, by not participating in what he feels is unnecessary violence."**  
**Chad Coleman**





"You'll see how we handle the Beth situation," he teases, "but we do have the freedom in our fifth season to tell different stories. As you saw in season four, where there was an episode with Tyreese and Carol and a bunch of kids, we can divide our cast up a little bit and take detours. I would expect to see more of that with Beth."

**"We start this season with a lot of action. It's been really fun and satisfying. Beth is ready for whatever comes at her."**

**Emily Kinney**

Our interpretation of this is that Beth will not be reuniting with the group until later in the season. We know she's not the shrinking violet we first met way back in season two, so Beth could become this mysterious community's nightmare too.

Kinney herself teases that all the time her character spent with Daryl will be put to good use as the season begins.

"We start this season with a lot of action," the actress smiles. "It's been really fun and satisfying. Beth is ready for whatever comes at her. It's been a little sad, as I've been separated from

[the main cast], but I've got some new skills. And I know how to burn down a house," she laughs.

Jokingly said, but ominous, no? One thing's for sure, we wouldn't want to be that female cop character (played by Christine Woods) who gives Beth a slap in the trailer.

So that's it, *TWDM's* special look at season five is over (for now). Turn on, sit back and enjoy the premiere on October 12. And tune in next issue, when we'll be taking an exclusive peek behind the scenes direct from the season five set. •



Given the nature of *The Walking Dead*, speculation is always rife about which characters might be killed off. For starters, the rumor mill has painted a target on Glenn's forehead and the trailer made it look like he was going to get his head bashed in by one of the Terminus group. However, while we do expect to see a pregnancy storyline involving Maggie and Glenn at some point, the latter's death seems a little too predictable and we suspect this may be a double bluff.

In which case, who else is in the firing line? Haunted by the incident

with Lizzie, either Carol (Melissa McBride) or Tyreese (Chad Coleman) might find it hard to carry on — could Carol even kill herself by zombie, as she does in the comic? Some of the more peripheral players to date could be at risk too, such as Bob, Sasha and Tara, despite the latter's addition as a series regular.

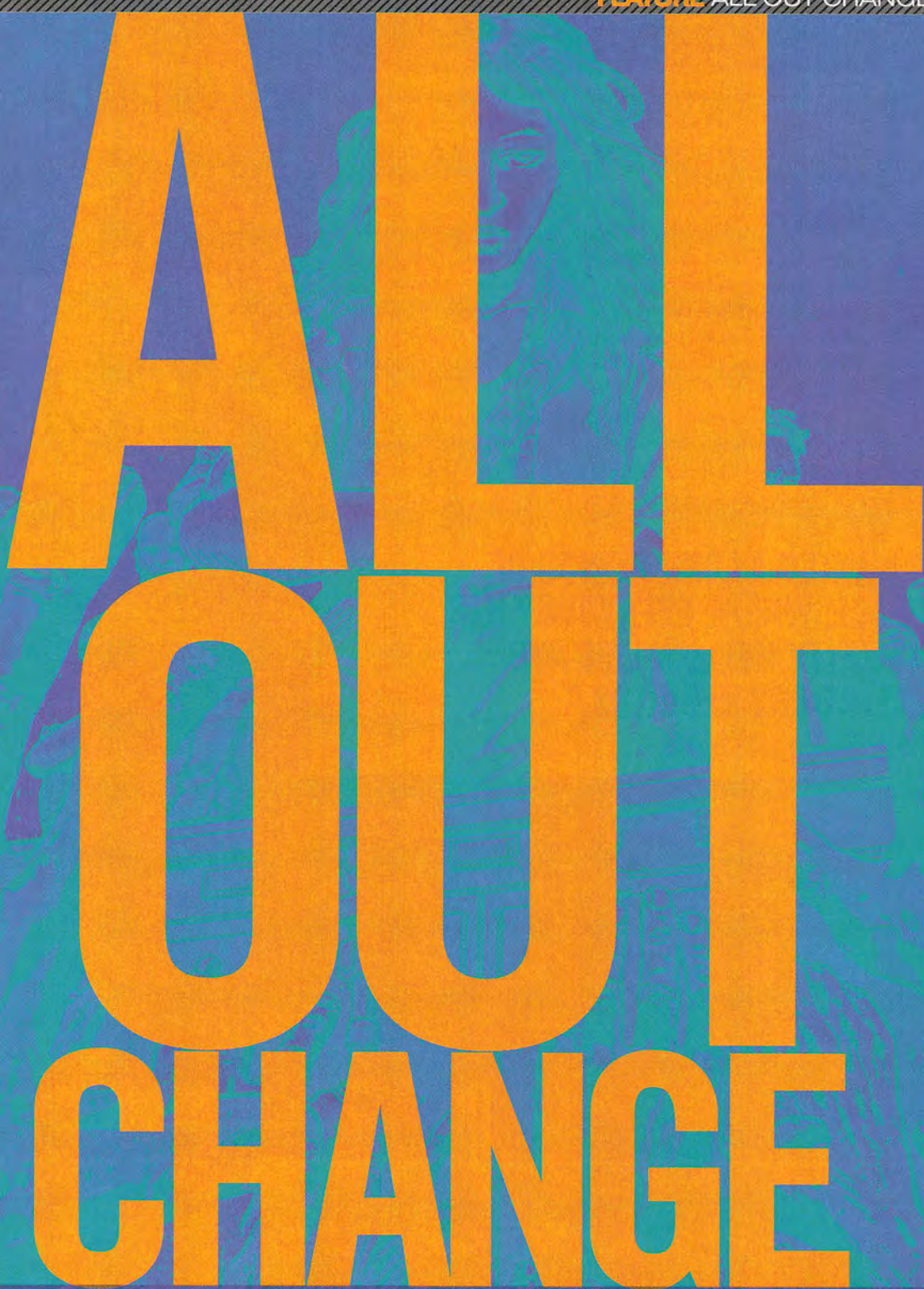
The cheat answer is that anyone and everyone could be pushing up the daisies this coming season. But one thing is certain: the trailer promised plenty of action in season five.

We can't wait! •









# ALL OUT CHANGE

Fans of *The Walking Dead* comic may just have noticed a small change in recent issues, following the end of the epic 'All Out War' storyline in issue 126. In a bold move, Robert Kirkman decided to propel the story forward a few years, leaving readers not only intrigued by their new surroundings but also left wondering what happened in the missing gap. *TWDM* takes a look at the 'time jump' and discovers how it has and will affect *The Walking Dead*, with a little help from those who know.

INTERVIEWS: Dan Auty & Tara Bennett WORDS: Dan Auty



For many readers of *The Walking Dead*, issue 127 opens with one of the biggest surprises of the entire series. But this wasn't a depiction of gut-churning violence, or the shocking death of a much-loved character. Instead, we are thrown into the middle of a tense situation with a group of characters we have never seen before – Magna? Yumiko? – and we are eight pages in before encountering someone we recognize. But even then, something seems different. It's definitely Paul 'Jesus' Monroe on horseback, but wielding a sword and wearing armor, his hair pulled back like some zombie-fighting samurai. What on earth is going on?

Finally, on page 21, we see Rick – fully bearded, a hook on his arm stump. Carl is the final confirmation that something is up – he looks older, taller, clearly someone in his mid-teens who is very quickly approaching adulthood. A jump in time is the only explanation.

**“I WANTED A LONG PERIOD OF PEACE, WHERE EVERYBODY HAS A PRETTY MELLOW LIFE AND EVERYBODY REBUILDS.”**

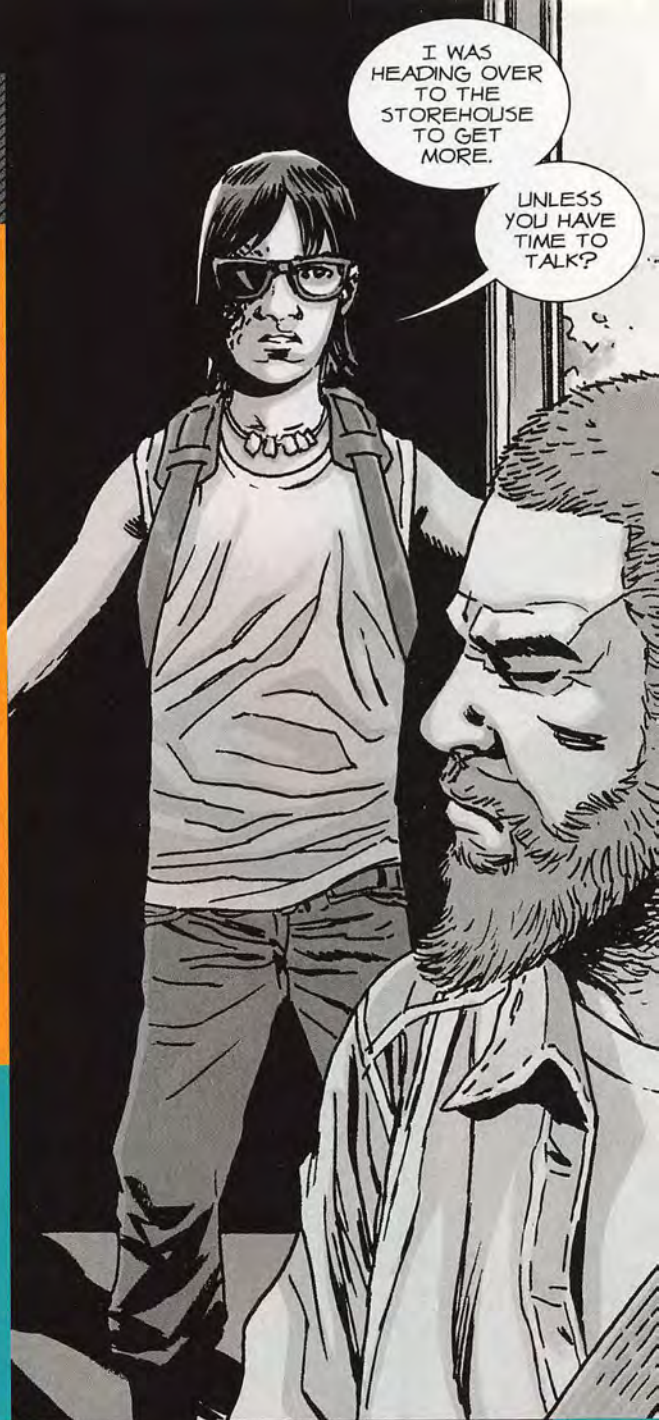
**ROBERT KIRKMAN**

## THE WRITE STUFF

Robert Kirkman's decision to skip forward two years after the end of the epic 'All Out War' saga was, on the face of it, a bold one. While that storyline reached an entirely satisfying conclusion, would fans that had spent a decade reading the comic, charting the characters and the drama, feel short-changed that there were now two entire years worth of events that they would never get to see? And would readers feel like they were back at square one, with a whole load of new characters and situations introduced cold with no warning or build-up?

But as Kirkman himself explains, from a narrative perspective, the time jump was a necessary one. 'All Out War' was such a 'big' story, both in terms of length and the scale of the violence and life-changing events, that following it literally the next day might have seemed like a massive anti-climax. Respite was needed – but equally, so was a new issue a few weeks later.

Nevertheless, Kirkman was initially reluctant to go down this route. "I've stated publicly that I'm not a huge fan of time jumps and I never really wanted to do it," he says. "But after getting into 'All Out War' and working on the details of that story, I started looking at my far-reaching plans for the comic. In order for this particular story to have a pay-off and for everything that Rick has done to work, I wanted there to be something meaningful that comes from it."





**"IT'S ROUGHLY TWO YEARS ON, SO YOU CAN'T GO MAD [WITH THE ART]. IN THE GRAND TRADITION OF *THE WALKING DEAD*, IT'S ALL BEEN DONE AS REALISTICALLY AS POSSIBLE."**

**CHARLIE ADLARD**

Kirkman elaborates: "What I wanted was a long period of peace, where everybody has a pretty mellow life and everybody rebuilds. So I started getting into it, and my first thoughts were: 'Alright, here's the issue, they build a windmill. This is the issue where they move a house over here.' And I quickly realized that these were not going to be exciting comics.

"I did consider doing it without a lot of zombies, and just some action every now and then. But then I started to get really excited about moving ahead to where we are now, when things get interesting. Ultimately, I figured this was the best thing for the series."





## DRAWING BLOOD

The decision to skip forward two years has had an impact on everyone involved with *The Walking Dead*, not just its creator and writer. Series artist Charlie Adlard was immediately presented with a set of unique challenges, something that Kirkman recognized early on.

"I knew it would be pretty intensive for Charlie, because he'd have to come up with the new looks for all of the characters," he admits.

In order for the jump to work, both writer and artist had to be entirely in sync with how they were going to handle the changes. "In the last few years, we have both become so busy that we have to be really conscious of talking to each other," admits Adlard, who lives and works in England, thousands of miles from Kirkman. "Just over a year ago, Robert and I sat down and said we must make the effort. And so we had our longest Skype conversation ever about when we were going to make the leap."

Adlard makes it clear that the big challenge for him wasn't so much creating the brand new characters, but how to handle the physical changes for the existing

**"I STARTED TO GET REALLY EXCITED ABOUT MOVING AHEAD TO WHERE WE ARE NOW, WHEN THINGS GET INTERESTING. I FIGURED THIS WAS THE BEST THING FOR THE SERIES."** ROBERT KIRKMAN





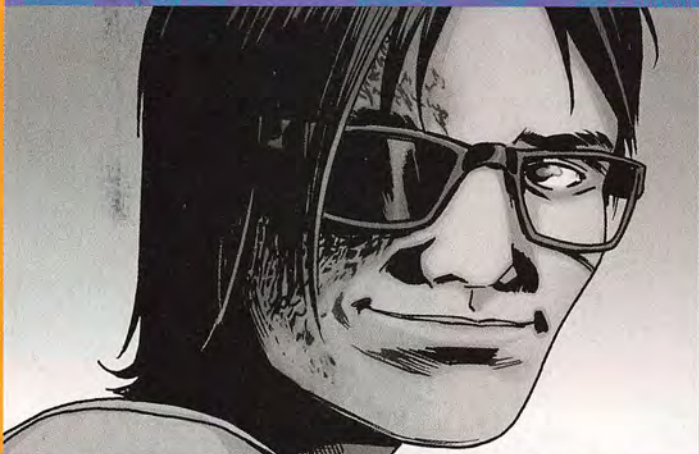


protagonists. "It's roughly two years on, so you can't go mad," he explains. "Certain characters, like Carl, will physically grow from a 13-year-old to a 15-year-old kid. That is a radical difference. The other characters won't look that different, so you either change them with hair, like Rick, or essentially keep them the same. In the grand tradition of *The Walking Dead*, it's all been done as realistically as possible."

While some of the 'supporting' cast remain more-or-less unchanged, Adlard did pay specific attention to his leads, ensuring that the passage of time could be clearly represented by the change in their appearances.

"I thought it would be really cool to see Rick with a beard and really shaven hair, and when Robert and I talked he came up with the same idea," Adlard says. "I have to admit aesthetically, I was really annoyed with the way Rick's hair was looking. I almost wish I could have drawn him like Andrew Lincoln, but that's not how our Rick looks."

"We had to thrash out the look of Carl between us. Robert didn't want to put him in some ridiculous iron mask, so that was a little bit of a struggle. Negan was fairly obvious – he couldn't be clean-shaven anymore."



**"AESTHETICALLY, I WAS REALLY ANNOYED WITH RICK'S HAIR. I WISH I COULD HAVE DRAWN HIM LIKE ANDREW LINCOLN, BUT THAT'S NOT HOW OUR RICK LOOKS."**

**CHARLIE ADLARD**

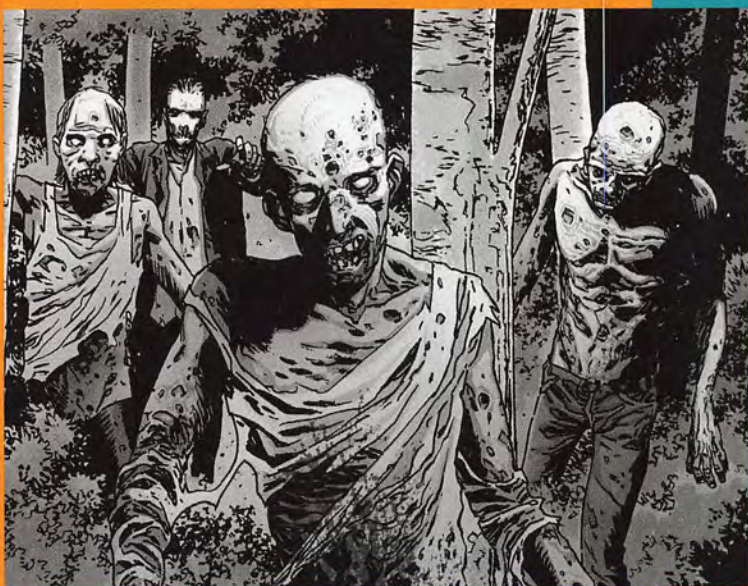


## THINGS CHANGE

The human characters are only part of the story. The other vital element that would also be affected by the passing of time was the zombies themselves. Adlard has in the past spoken about how his depiction of the living dead over the last decade is designed to show a gradual but definite increase in their level of decay. Would a sudden jump of two years affect either their physical appearance or behavior?

For Kirkman, it's more or less business as usual, but he does shed some interesting light on how the undead 'survive.' "Whatever turned them into zombies is preserving them to a certain extent," he reveals. "We've also established that winter keeps them preserved, and we've lived through a few of those. Also, it's not like every zombie we encounter has existed since day one of the apocalypse. There aren't a lot of people, so I wouldn't say zombies are being made every day, but there are new zombies being thrown into the mix. It's going to be a problem for a long time."

Adlard agrees: "There are always one or two fresher zombies, because people are still getting bitten. But I am increasingly conscious when drawing a more 'generic' zombie, because the majority are disintegrating. Personally that is an issue for me, to get them looking more monstrous."



**"THERE ARE ALWAYS ONE OR TWO FRESHER ZOMBIES, BECAUSE PEOPLE ARE**

**STILL GETTING BITTEN... BUT THE MAJORITY ARE DISINTEGRATING."**

**CHARLIE ADLARD**



**"WHATEVER TURNED THEM INTO ZOMBIES IS PRESERVING THEM TO A CERTAIN EXTENT. THEY'RE GOING TO BE A PROBLEM FOR A LONG TIME."** **ROBERT KIRKMAN**







**"CHANGES THIS BIG ARE RARELY KEPT UNDER WRAPS, BUT THIS WAS A FAR MORE ORGANIC, STORY-DRIVEN CHANGE. OUR PLAN WAS TO KEEP IT SECRET THE WHOLE TIME."**  
**SEAN MACKIEWICZ**



## WRAP STARS

Once the decision to make the time jump was made, it was met with an enthusiastic response elsewhere at Kirkman's company, Skybound Entertainment. But just as Kirkman and Adlard had considerable narrative and artistic logistics to work out, there were various practical and commercial issues that also needed to be addressed.

Shawn Kirkham, Skybound's business development director, reveals that the plans were as much a surprise to him as to anyone. "I knew something big was going to happen after 'All Out War,' but didn't really know what was in store. When Robert broke it to us, we were as floored as the readers were," he laughs. "It was just a few months in advance, and there really wasn't much warning for any of us. Even though we all work closely in the office, Robert still likes to keep the story aspects of *The Walking Dead* as much of a secret as he can."



For editorial director Sean Mackiewicz, one of the biggest challenges was keeping this radical development a secret from both fans and press. As he explains: "Changes this big are rarely kept under wraps, as publishers want to push more books out the door. DC and Marvel can't go a month without spoiling a death or identity change, but this was a far more organic, story-driven change. Our plan was to keep it a secret the whole time."

"The only indication that something was up was releasing a double-sized issue for \$2.99, right after the most high profile storyline in the history of the book. Charlie drew up promos, to show how much the main cast has changed over the course of the series, but we didn't release those until after the issue hit."



**"THE REAL CHALLENGE WAS FIGURING OUT FUN WAYS TO PRESENT THE CHANGE OUTSIDE THE COMIC, WHETHER LOUDLY OR REFLECTING IT IN MERCHANDISE."**

**SEAN MACKIEWICZ**





**"WE DEFINITELY HAD TO REASSESS SOME THINGS. WE'RE EXCITED TO SEE WHAT WE CAN COME UP WITH FOR MERCHANDISE BASED ON THE NEW LOOKS OF OUR FAVORITE CHARACTERS."** **SHAWN KIRKHAM**

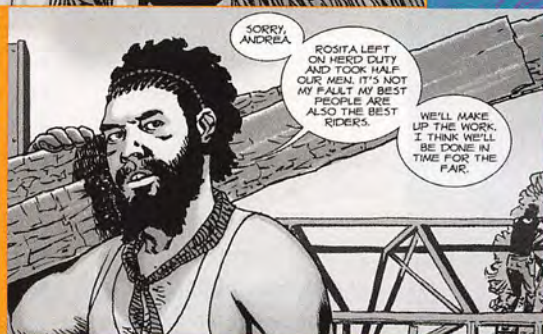


## FRESH FLESH

Both Kirkham and Mackiewicz recognize that the dramatic change in some characters – plus the introduction of brand new ones – would affect the way the property was represented beyond the pages of the comic, both in terms of publicity and licensing deals with other companies.

"The real challenge was figuring out fun ways to present these changes outside the comic, whether loudly, like the banner art at the top of our booth at San Diego Comic-Con in July, or reflecting them in our toys and other merchandise," says Mackiewicz.

"We definitely had to reassess some things," admits Kirkham. "But thankfully *The Walking Dead* universe is pretty vast. We've got more than 10 years of stories to play around with, and that leaves a lot of room for our business partners.



"At the end of the day, we're excited to see what we can come up with for merchandise, based on the new looks of our favorite characters. I can't wait to see some of these characters out there in the wild."

For all the logistical issues the time jump might have caused both creatively and from a business angle, everyone agrees that it has presented any number of exciting possibilities for the future. Kirkman is being careful to slowly reveal the fate of many of his cast – most notably Michonne – and Adlard is enthusiastic about his role in crafting some new environments.

"Visually it's exciting, because we've never really seen the interior of *The Kingdom*," he says. "It's always been the buses and the campsite and the auditorium of the school. We've not really seen much of the community living within, so that will be interesting to draw. We'll have to wait and see who is alive in there!"

Kirkman puts it even more plainly, revealing how important the time jump was to both his and Adlard's enthusiasm in putting together such a regular, long-running comic book: "It re-energized him, and the same for me too. We're really excited about what is coming next." •



# NON CORPSES

Upon first examination, it's easy to pick out characters from *The Walking Dead* that seem 'crazy,' but as the psychiatric experts from Broadcast Thought reveal here, don't be so quick to judge. *TWDM* discovers what 'insane' really means in a world that's already gone mad. **WORDS:** Broadcast Thought

Some of the characters in *The Walking Dead* must be out of their minds. How else can you explain 'craziness' like the Hunters' culinary customs, Rick's relationship with his rotary phone, and Carol's walker death wish? But do any of these characters really have a clinical mental illness? Are any of them 'insane?' And what does that really mean? Read on as we break down some of the most aberrant behaviors in the broken down world of *The Walking Dead*...



## FINE YOUNG CANNIBALS

Cannibalism. It's one of the most taboo and gruesome acts imaginable. Those who engage in cannibalism in *The Walking Dead* surely must be 'psychotic,' right? After all, eating human flesh is what walkers do, not people.

In the real world, cannibalism occurs in many different circumstances – out of necessity for survival (duress), as part of extreme criminal and sexual behavior,

survival cannibalism: "I want to make this abundantly clear – we don't do this because we want to. It's important to me that you know that. There aren't a lot of us left – living people. If there were anything else we could do to get by – we'd do it. There isn't. Food is scarce... If we weren't doing this, we'd starve to death."

But it's not like there's *no* food out there. Other groups certainly survive without eating

## OTHER GROUPS SURVIVE WITHOUT EATING EACH OTHER. EVEN THE GOVERNOR AND NEGAN REFRAIN FROM DINING ON PEOPLE PORRIDGE.

or even in certain cultural rituals. In rare cases, a clinical mental disorder, causing delusional beliefs, may play a role in cannibalism. But do any of these reasons apply to the Hunters from the comic book arc, 'Fear The Hunters?'

The leader of the Hunters, Chris, explains to Rick in issue 65 why the Hunters engage in

each other, of which Rick's group is point of fact. Even the likes of the Governor and Negan refrain from dining on people porridge.

Furthermore, the Hunters have no cultural tradition of eating the bodies of recently deceased family members, as is seen in some real-world indigenous tribes.



# MENTIS



I DON'T THINK I HAD A CHANCE TO INTRODUCE MYSELF BEFORE. I'M **CHRIS**, IT'S GOOD TO MEET YOU.

YOU PROBABLY THINK I'M **CRAZY**, AND I UNDERSTAND THAT. WHY WOULDN'T YOU?

BUT I'M **NOT**, NONE OF US ARE. I DON'T EXPECT YOU TO BELIEVE THAT, BUT IT'S IMPORTANT TO ME THAT I SAY IT.

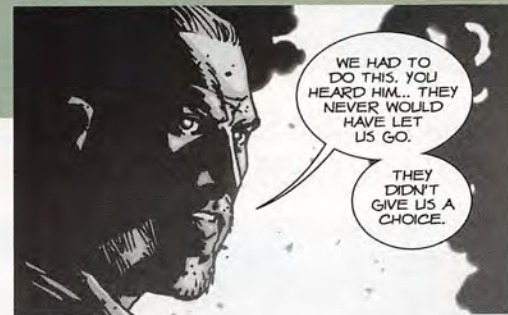
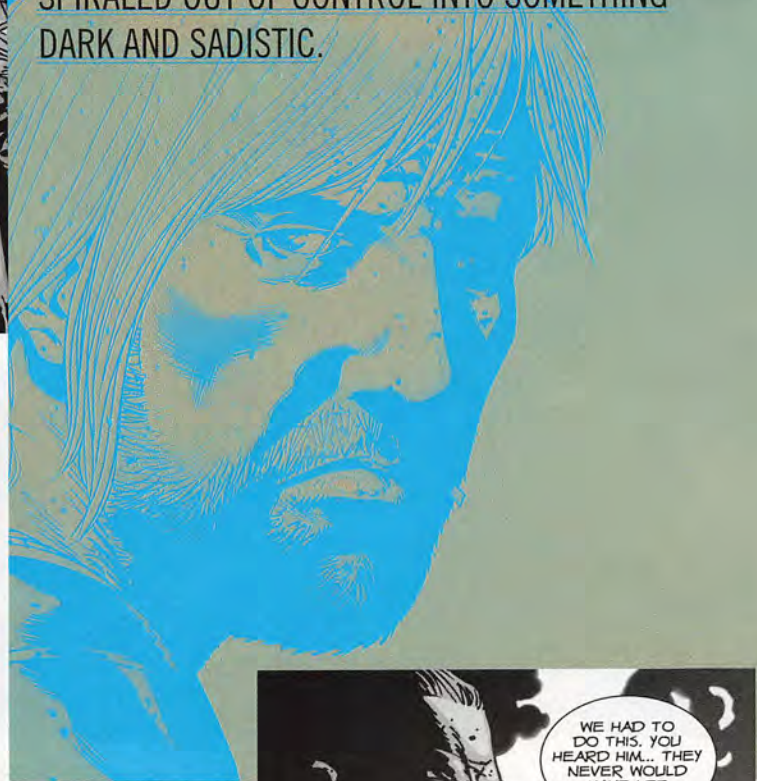
CANNIBALISM SEEN IN SOME SERIAL MURDERERS IS THE ULTIMATE EXPRESSION OF DOMINATION OVER ONE'S VICTIM.







DID RICK REALLY NEED TO SLAUGHTER THE HUNTERS? HIS INITIAL RATIONALIZATION SPIRALED OUT OF CONTROL INTO SOMETHING DARK AND SADISTIC.



The Hunters certainly want to control their prey (poor Dale!), but unlike serial murderers, they don't seek psychological gratification from

So do Chris and the Hunters resort to eating human flesh for other – less sane – reasons?

Sometimes triggered by a sudden traumatic event, cannibalism seen in some serial killers (we're looking at you, Jeffrey Dahmer!) is the ultimate expression of domination over one's victim. Some may even have the psychotic belief that they can absorb the power of their victims.

domination. In addition, while they've clearly been traumatized by the roamer nation, the traumatic environment and limited resources aren't unique to them. And there's no evidence that the Hunters experience symptoms of psychosis, such as delusional thinking (fixed, false beliefs despite evidence to the contrary).

Instead, it seems they are desperately trying to adjust to their new reality –

in this case, breaking one of the most sacred tenets of society, starting with the consumption of their own children. Could it be that the Hunters were sparing their children from this hellacious new world? Maybe, but if they were that nihilistic, they likely wouldn't bother to stay around either.

Rick doesn't drink their human-flavored Kool Aid and sees their cannibalism for what it is: depraved and self-centered. That's why his meeting with them is not such a peaceful one.



## SEEING RED

When Rick comes face to face with the Hunters, he and his crew butcher them one by one, forcing each Hunter to witness the other's demise (issues 65-66).

Afterwards, Rick explains: "We did have to do this... We don't have to like that we did it... These people killed their children, ate them – and they were after us. My son, our families – we were their next victims. This – no matter how much you or I are disgusted by it – stopped that."

One might argue that maybe Rick is right. Perhaps he had to carry out this premeditated retribution for the well-being of his group. But did he really need to slaughter the Hunters so savagely? His initial rationalization spiraled out of control into something more. Something dark. Something sadistic.

And this isn't the first time a member of the Grimes group exacts excessive revenge.

Let's consider Michonne's rendezvous with the Governor (issue 33). Michonne – outfitted with an arsenal straight off the shelves of The Home Depot – brutally tortures the man who raped her. After Michonne cuts off the Governor's left arm, she 'kindly' stops the bleeding with a pocket lighter. She then takes

## IN TORTURING THE GOVERNOR, MICHONNE DISHES OUT HER OWN BRAND OF RETRIBUTIVE JUSTICE, HAMMURABI-STYLE: "AN EYE FOR AN EYE."

a power drill to his torso and gouges out his left eye with a spoon. Afterwards, she catches up with Rick, who asks her if she killed the Governor. Her reply: "Kill? Kill who? I don't know what you're talking about, Rick..."

How can we make sense of Rick and Michonne's behaviors? Are they 'crazy?' How do their violent acts differ from those of the Hunters?

While the Hunters' cannibalism exemplifies the abandonment of one of the most basic societal rules, Rick's animalistic ravaging

of the cannibals is in service of salvaging some semblance of societal order. One could argue that Michonne had an even more justified motive – exacting revenge on the Governor for her rape. In torturing the Governor, Michonne dishes out her own brand of retributive justice, Hammurabi-style: "an eye for an eye."

Both of these examples demonstrate carefully planned retaliation (predatory violence). However, there are also many cases of impulsive vengeance (reactive violence) in *The Walking Dead*.

When Rick, Abraham, and Carl are besieged by the Marauders, Rick lashes out, biting the neck of one of his attackers (issue 57). Rick is overcome with fury – "blacking out" – in the heat of the moment when his son's safety is threatened (as replicated in the season four finale, 'A'). Similarly, in the comics, Tyreese violently kills Chris after the teenage boy aids in the suicide of Tyreese's daughter, Julie. And Shane – who might be displacing some of his anger at Lori for rejecting him – mercilessly beats Carol's husband Ed, after witnessing the latter strike her (in season one's 'Tell It To The Frogs').

Impulsive or not, the threat of consequences – like having a 'policeman at the elbow' – probably would have deterred Michonne, Rick, and others before the zombie apocalypse. But in this new world order, revenge fantasies become retributive realities – under the guise of survival – as people are pushed to their emotional limits and past their moral thresholds.





## LET'S GET CLINICAL

We've learned that some pretty extreme behavior in *The Walking Dead* isn't crazy at all – at least, not in a clinical sense. According to the *Diagnostic And Statistical Manual Of Mental Disorders* (Fifth Edition), a mental disorder is “a syndrome characterized by clinically significant disturbance in an individual's cognition, emotion regulation, or behavior that reflects a dysfunction in the psychological, biological, or developmental processes underlying mental functioning.”

So would any characters meet the clinical diagnostic criteria? Let's find out...

## SO LONELY

Let's consider Carol from the comics. One could conceptualize Carol as displaying traits of a personality disorder – a pervasive pattern of inner experience and behavior that causes distress or impairment.

For example, Carol can't stand being alone, and she goes to great lengths to be cared for. She submissively remains in an abusive marriage and is seen clinging to others. When she thinks she has competition for Tyreese from Michonne, well, we know where she goes... And immediately after her relationship with Tyreese ends, she desperately comes on to

Lori. She even proposes an out-of-character *ménage à trois* with Rick and Lori, which Lori immediately rejects.

Carol first shows impulsivity in the form of sexual behavior with Tyreese, then she makes a pass at Lori in the shower, kisses Rick at one point, and plays cougar with a 19-year-old.

Carol also engages in recurrent self-harming behavior, such as cutting her wrists (issue 22) and ultimately killing herself via suicide-by-walker. What's more, her final words, just before the walker tears out her throat, reveal paranoid-like thoughts and chronic feelings of emptiness:

## CAROL DISPLAYS TRAITS OF A PERSONALITY DISORDER – A PERSISTENT PATTERN OF INNEREXPERIENCE AND BEHAVIOR THAT CAUSES DISTRESS OR IMPAIRMENT.

I THINK I'LL JUST TALK TO YOU FROM NOW ON. YOU LISTEN, YOU DON'T SEEM TO JUDGE ME. THAT'S REALLY IMPORTANT IN A FRIENDSHIP, Y'KNOW. NOT JUDGING PEOPLE.

I REALLY HOPE YOU LIKE ME.

SHE TRIES TO BE NICE BUT I CAN TELL SHE'S JUST PATRONIZING ME. SHE HASN'T WANTED TO TALK TO ME SINCE I DID IT. SHE JUST FEELS LIKE SHE HAS TO.

EVERYONE THINKS I'M CRAZY.

JUST LET ME DIE...

CLINGY

ACK!

“I tried to kill myself, I did. It didn't work, obviously, but I tried. They won't let me forget it. Since then, I can see it in their eyes – they've lost respect for me. All of them... I don't really have anyone to talk to, so I figured I'd introduce myself. I'm Carol. I think I'll just talk to you from now on. You listen, you don't seem to judge me. That's really important in a friendship, y'know. Not judging people. I really hope you like me... Oh good, you do like me.”

To which the zombie responds: “Nom-nom-nom!”

If Carol existed in real life and displayed these symptoms, we would consider diagnosing her with traits of Dependent and Borderline Personality Disorders. Unfortunately for her, these traits prevented her from successfully coping with the stresses of the post-apocalyptic world.





## ILL COMMUNICATION

At first blush, sometimes successful coping may look strange. Take, for instance, Rick's phone conversation with Lori after she died (issue 51, and season three's 'Hounded'). Was he losing his touch with reality? Not necessarily.

In the throes of bereavement and grief over the sudden loss of a loved one, strange perceptions and hallucinations of the deceased

left in his life. Michonne comforts Rick by normalizing his coping reaction and telling Rick that she still talks to her deceased boyfriend.

Rick demonstrates resiliency and intact reality-testing (knowing the difference between what's real externally and what's real in his mind). Ultimately, Rick lets go of Lori, recognizing that he needs to remain connected with the living in order to go on.



can occur. In the comic, Rick's ongoing dialogue seems a bit more protracted than this not uncommon bereavement reaction. After recognizing he couldn't possibly be speaking with Lori, Rick keeps the phone for comfort and to periodically speak to her — much like someone talking to a deceased loved one's gravestone. In this way, Rick fills a psychological void

## Who the hell are... BROADCAST



## THOUGHT?

Broadcast Thought is a group of three board-certified physicians — H Eric Bender, MD, Praveen R Kambam, MD, and Vasilis K Pozios, MD — who specialize in forensic, child and adolescent, and adult psychiatry. During a chance encounter at an academic conference, the trio reminisced about their life-long love of media and pop culture, in particular film, television, and comic books. Over lunch, the seed of Broadcast Thought was born: to shift the paradigm of how the media and entertainment industries portray mental health issues.

The initial goals were clear: to harness various forms of entertainment to responsibly translate medical jargon, to lessen stigma surrounding mental health, and to ethically teach about mental health in accessible, relevant, and compelling ways. Since then, the doctors have become creative consultants, subject matter experts, and co-creators of mental health related content. All of which makes them the perfect team to comment about the psychological effects that a zombie apocalypse might have on different people.

Find out more at:

[www.BroadcastThought.com](http://www.BroadcastThought.com)

Follow them on Twitter: @BTdocs



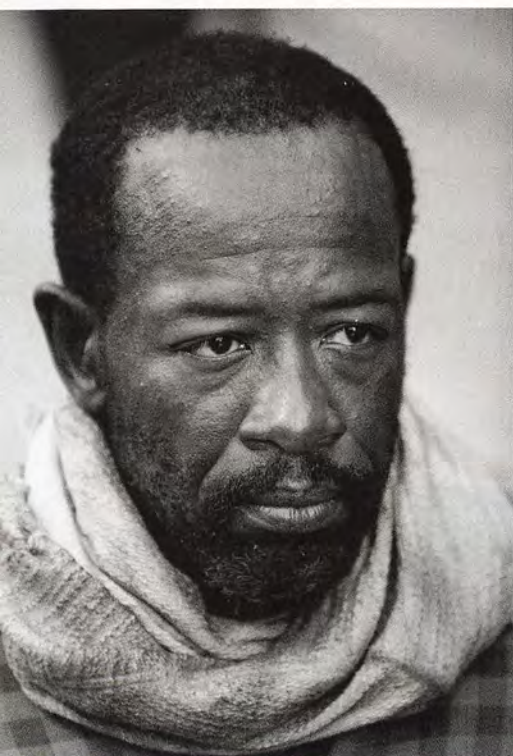




## LOUD AND CLEAR

In the season three episode 'Clear,' Morgan shows us what losing connection with humanity (and reality) can look like. Unlike Rick, Morgan becomes psychotic – he's delusional and his thinking and behavior are disorganized.

Although many characters in *The Walking Dead* deal with psychological trauma, Morgan's response to this trauma



is abnormal – indeed, pathological. And while his hypervigilance and isolation from humanity might be post-traumatic, he displays even more severe symptoms.

His behavior could be put down to trauma, but his resulting actions are still extreme; many characters take precautions to safeguard themselves, but Morgan takes things to another level. He's barricaded himself in a booby-trapped bunker and donned body armor.

He's also willing to kill anyone who approaches, including his old pal, Rick, whom Morgan stabs. In fact, Morgan says that he's not familiar with anyone anymore, including Rick.

Further evidence of his disconnection from reality, Morgan plasters his walls with bizarre, almost incomprehensible writing, and mumbles about being "clear." He even begs Rick to kill him. Clearly, this isn't normal.

Taken together, Morgan's disorganized ramblings and writing, paranoia, disconnection from reality, and lack of insight into his mental state suggest a diagnosis of a psychotic disorder.

If Morgan existed in the real world, we would most likely diagnose him with Unspecified Schizophrenia Spectrum and Other Psychotic Disorder. This diagnosis indicates Morgan experiences psychotic symptoms that cause clinically significant distress and functional impairment, but

## MORGAN'S EXTREME HYPERVIGILANCE AND ISOLATION FROM HUMANITY MIGHT BE POST-TRAUMATIC, BUT HE DISPLAYS EVEN MORE SEVERE SYMPTOMS.

because of the limited information, a more specific diagnosis, such as Schizophrenia or Major Depressive Disorder with Psychotic Features, can't be made.

Regardless of the specific diagnosis, Morgan's symptoms would meet criteria for a clinical mental disorder. But does this mean he is insane?



## INSANE IN THE MEMBRANE

Surprisingly, 'insanity' isn't a clinical term; it's a legal one. Like other states, Georgia (the setting of *The Walking Dead*) has its own rules for defining when someone can be found Not Guilty By Reason of Insanity: "A person shall not be found guilty of a crime if, at the time of the act, omission, or negligence constituting the crime, the person did not have mental capacity to distinguish between right and wrong in relation to such act, omission, or negligence."

Moreover, Georgia law states: "A person shall not be found guilty of a crime when, at the time of the act, omission, or negligence constituting the crime, the person, because of mental disease, injury, or congenital deficiency, acted as he did because of a delusional compulsion as to such act

which overmastered his will to resist committing the crime."

If society were in place, Morgan would likely have been charged with a crime (for instance, aggravated assault or attempted murder) when he initiated a firefight with Rick. It's unclear if Morgan had a unified delusional system, but his actions towards Rick indicate that Morgan experienced paranoid delusions. From Morgan's perspective, everyone, including Rick, was

trying to kill him. Therefore, Morgan might argue that he believed he was in the right, and that he should not be held criminally responsible for his actions.

Are there other characters that

might be found insane in *The Walking Dead*? What about the two main villains of the story to date: the Governor or Negan? Surely, they must be insane, right?

Don't be so quick to judge!

The Georgia insanity statutes specifically exclude a mental state manifested only by repeated unlawful or antisocial conduct (*you can read more about Negan and the Governor's antisocial and psychopathic traits in Broadcast Thought's previous article 'A New World (Dis)Order' in TWDM#7 - ed.*).

What's more, they don't have a psychotic disorder that could make them not know that what they are doing is wrong. Rather, they just don't care when hurting others.

Therefore, any attorney planning on the insanity defense when representing the hot iron-wielding Negan or the warmongering Governor had better think again.

**IN THE REAL WORLD,  
MORGAN WOULD MOST  
LIKELY BE DIAGNOSED  
WITH UNSPECIFIED  
SCHIZOPHRENIA  
SPECTRUM AND OTHER  
PSYCHOTIC DISORDER.**



## THE CHILDREN ARE OUR FUTURE

So how about Lizzie (in the TV series) and Ben (in the comic)? Both show evidence of budding psychopathy, such as Lizzie's killing of rabbits and near smothering of baby Judith, and Ben's bullying of other kids and torturing a cat. In due time, these 'red flag' behaviors escalate to the killing of their siblings.

However, developmental immaturity may play a role in their transgressions. For example, Lizzie treats the walkers as if they are people; she names them, believes she understands their thoughts, secretly feeds them rats, and flies into a fury





BEN AND LIZZIE'S CAPACITY TO DISTINGUISH RIGHT FROM WRONG IN RELATION TO THEIR ACTIONS WAS IMPAIRED, IN PART, DUE TO THEIR DEVELOPMENTAL IMMaturity.

at Carol for killing one she was playing tag with. Because of Lizzie and Ben's crude and warped sense of life, death, and reanimation, they expect the siblings they killed to return from the dead. As Ben says after gutting his brother, Billy: "Don't worry, he's going to come back. I didn't hurt his brains."

Thus, their capacity to distinguish right from wrong in relation to their actions was impaired, in part due to their developmental immaturity and coming of age in the post-apocalypse.

So, Ben, Lizzie, and Morgan might have an argument for an insanity defense based on underlying mental illness or

## LET'S BE CLEAR, ABERRANT BEHAVIOR DOESN'T EQUAL INSANITY.

developmental limitation. But, let's be clear, aberrant behavior doesn't equal insanity. In the real, non-walker world, the insanity defense is pled in less than one per cent of criminal cases, and in only a quarter of those do juries actually find a defendant Not Guilty by Reason of Insanity. Actually finding a jury – or at least a jury of peers – in this post-apocalyptic world might be just as hard as proving a defendant insane in the real world.

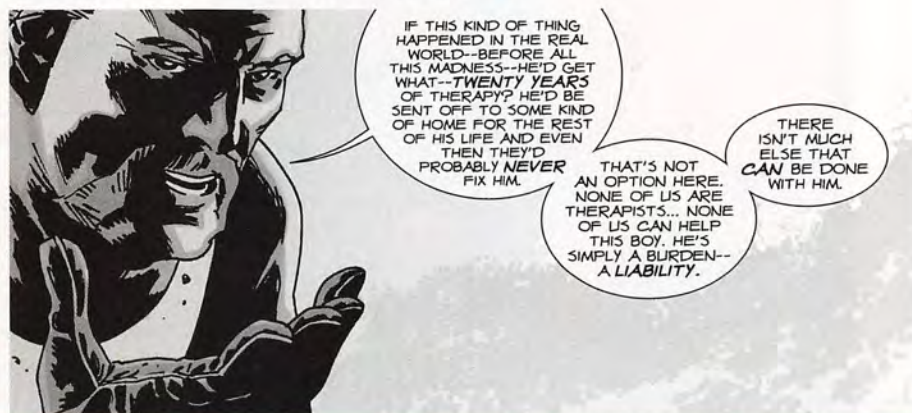
## BLURRED LINES

Just as atypical behavior doesn't automatically mean insanity, not all abnormal or bizarre behavior – including extreme violence – can be attributed to clinical mental disorders, both in our world and in the world of *The Walking Dead*.

Interestingly, some of the behaviors we consider maladaptive by our standards actually aid the survivors in coping with the psychological trauma of the zombie apocalypse and help them endure. Rick's relationship with his phone is a prime example of this. Even 'King' Ezekiel explains his regal eccentricities as a type of coping mechanism, rather than a sign of a mental illness.

Indeed, the cultural context of behavior and its impact on functionality is a vital part of diagnosing a clinical mental disorder. What is normal and abnormal, adaptive and maladaptive is blurred in this new world. Take Carl, for example. Behavior that would be considered psychopathic in our world – like Carl secretly killing Ben – may be considered 'growing pains' in the post-apocalyptic world of *The Walking Dead*.

Now, that's 'crazy!' •





# THE WALKING DEAD'S NEW NOVEL: DESCENT

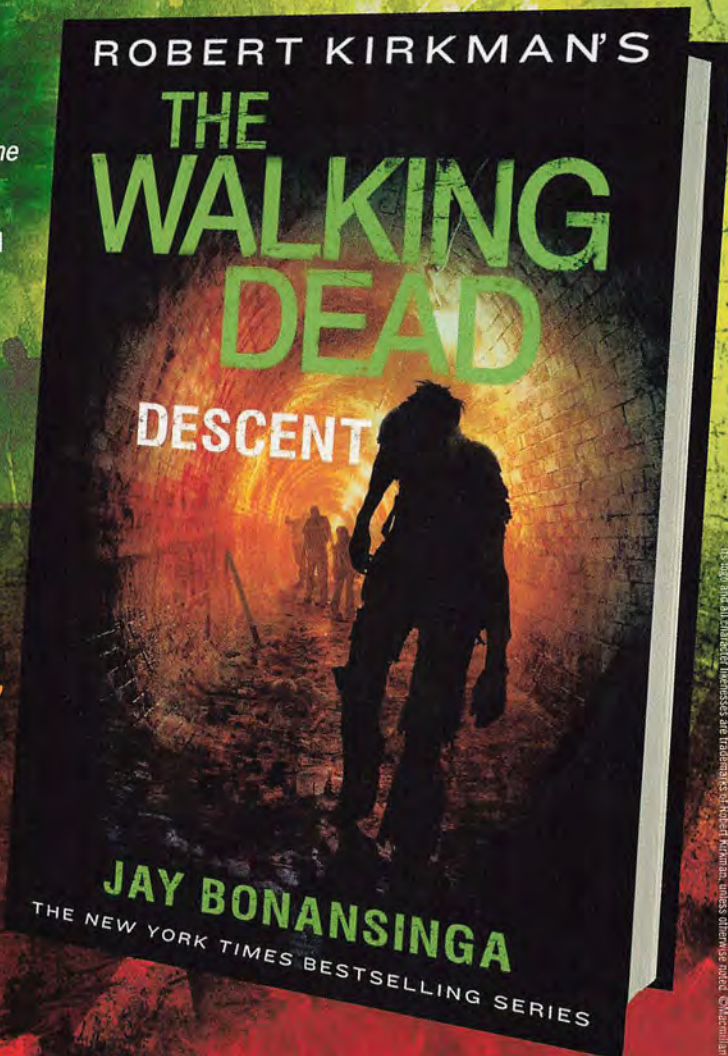
A fan of *The Walking Dead*? You and everyone else who has been hooked by this post-apocalyptic universe has every reason to be excited as Fall approaches.

**R**obert Kirkman, the mastermind and creator behind *The Walking Dead*, has joined forces with award-winning author Jay Bonansinga once again to release a new series of novels that promise to be even more stunning and horrifying than the last. The last novel left the Governor dethroned and the fate of Woodbury uncertain. In order to survive, the town must rebuild itself but is that even possible in a world plagued by ruin and fear?

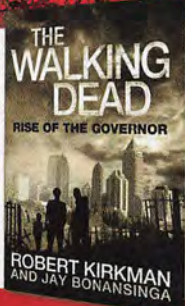
Woodbury's first real test comes in the form of the largest walker stampede to terrorize *The Walking Dead*. In the face of such a threat to their hard-earned peace, Lilly Caul steps up to the mantle and joins forces with a mysterious religious sect fresh from the wilderness. Victory seems sweet and attainable but things are rarely as they seem in this post-apocalyptic time. This new group's dark and dangerous secret is gradually revealed and this sanctuary for the living is, once again, threatened. You followed the story of the Governor, his rise to power, and his downfall; now follow the story of a new protagonist as Lilly Caul strives to cleanse the ill-fated town of its seemingly deadly destiny once and for all.

 St. Martin's Press  
THOMAS DUNNE BOOKS

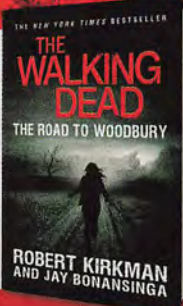
*The Walking Dead: Descent* is out 10/14/14 for only \$25.99, hardcover! Get your hands on this latest release and add it to your growing collection.



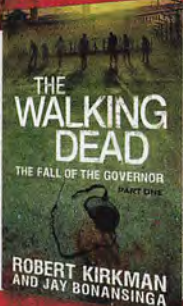
Read about the transformation of Brian Blake into No. 1 villain the Governor in this opening volume of the series.



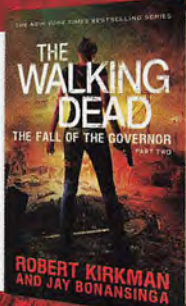
Learn about the Governor's conquest of the quiet town of Woodbury through a path of blood and cruelty.



The epic reimagining of the iconic face-off between hero Rick Grimes and the Governor himself.



In this conclusion to the series, all hell will break loose and the power the Governor holds will be seriously questioned and challenged...



Additional information about each book can be found at:  
[Facebook.com/WalkingDeadNovels](https://www.facebook.com/WalkingDeadNovels) or [WalkingDeadNovels.com](http://WalkingDeadNovels.com)



# LITTLE



# INSIDE THE MCFAR

As we all know, *The Walking Dead* isn't just a comic book or a TV series, there's a whole lot more that comes with it, from video games to apparel to action figures. One of the best proponents in the business for the latter is McFarlane Toys, whose action figures aren't just very enjoyable to play with but are also highly collectible too. *TWDM* took a trip inside its studio to see how the magic happens and grabbed a few words with the company's founder, Todd McFarlane.

**INTERVIEW & WORDS:** Tara Bennett

It might be surprising to know that in an unassuming cluster of buildings tucked away up in northern New Jersey resides the creative artisans responsible for those badass *The Walking Dead* action figures proudly displayed on a lot of your desks and collectible shelves. While writer, artist, and toy designer Todd McFarlane works primarily out of Tempe, Arizona, the bulk of McFarlane Toys' output has long been developed, designed, and sculpted by his family of artists who bring the wonderful creations in McFarlane's head to life.

Curious about how the TV series and comic book series action figures come to be, *TWDM* traveled to McFarlane's Studios to find out what it takes to become a *Walking Dead* collectible. Ed Frank, president of McFarlane Design, was our guide as he walked us through the development of the series six TV series figures and the series three comic book figures.

Inside Frank's office on a massive monitor, he reveals what he's been working on this morning: the 3D likenesses of Rick Grimes,



# SHOP OF HORRORS

PLANET TOYS STUDIO





Abraham Ford, Hershel Greene, Carol Peletier, the Bungie Guts Walker and a new 10-inch Rick Grimes figure. It's early summer at the studio and Frank explains these figures are in the middle of their approval process – an integral part of development before they see store shelves this fall at retailers.

## EVIL-UTION OF IDEAS

A long-time member of the McFarlane team, Frank helped launch AMC's *The Walking Dead* line a few years ago and in only six series, the TV line has seen a lot of changes.

"It's certainly evolved because in the beginning we thought the most popular figures would be the zombies," Frank details. "We've done horror, as we started doing Movie Maniacs awhile ago, and it was really big for us. But what we found was we had to be careful about how many zombies we put in a *The Walking Dead* assortment, because the fans get emotionally involved with the characters. They are more interested in seeing us develop the humans. So we include zombies that are interesting, but it's very important we strike the right balance.

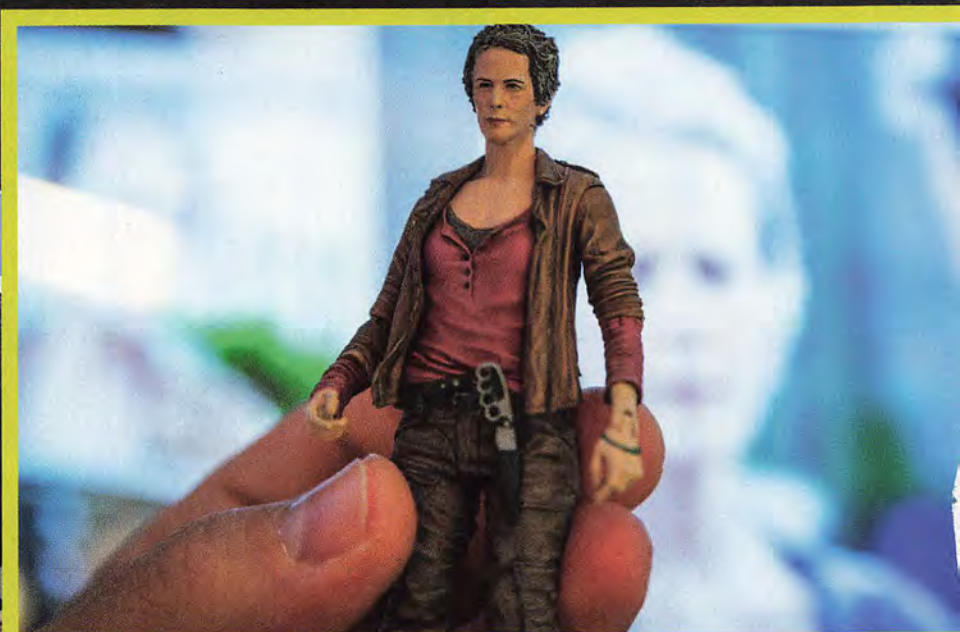
"Our office in Tempe studies that and works with AMC to get a feeling for where

the story is going so we aren't lagging behind. And Todd has a very good relationship with Robert [Kirkman] because they both started at Image."

The studio runs about nine months behind the TV series in terms of development and release schedules, so Frank says McFarlane Toys tries to stay on top of the characters that fans are responding to the most.

"Todd does a lot of social media, so he has a connection directly to the fan base, and that's invaluable to us," Frank explains. "We'll drop photographs of things we are working on so we can monitor the fan base reaction to it. But we also are constantly doing sales analysis, looking at the numbers to see if core characters are selling better than secondary characters. It's an imperfect formula, but we do the best we can with it."

Frank adds that they also look to Robert Kirkman, AMC and the show's creative staff to take into account their preferences too.



**"IN THE BEGINNING, WE THOUGHT THE MOST POPULAR FIGURES WOULD BE THE ZOMBIES, BUT THE FANS ARE MORE INTERESTED IN SEEING US DEVELOP THE HUMANS."**

**PREVIOUS PAGE:** Digital artist Chris Raab and sculptor/digital modeler Ehren Bienert work on the 3D models. **ABOVE LEFT & LEFT:** From start to finish: Ed Frank, president of McFarlane Design Group, and creative director Andy Frank are hard at work.



# TOY STORIES

**TWDM: TELL US ABOUT YOUR ACTION FIGURE RANGE BASED ON AMC'S *THE WALKING DEAD*.**

**Todd McFarlane:** Historically, what we try to do with all of our figures is to keep picking the human characters that are making an impact in the show. It's a little bit like chasing your tail because just when you think it's one character, then all of a sudden you're behind six months and the show has gone off in a new direction.

The harder question to decipher is working out if there are any zombies that will create a fan base. The fans give names to some of them, like the Well Walker or RV Walker, so you kinda go, 'OK, it's that one.' It's funny because sometimes they're only onscreen for about 30 seconds, but they grow from the ranks of generic zombies to vice-presidents and presidents.

**HOW DID YOU GO ABOUT PICKING THE TREE WALKER FOR THE SEASON FOUR LIMITED EDITION BLU-RAY SET (PICTURED BELOW)?**

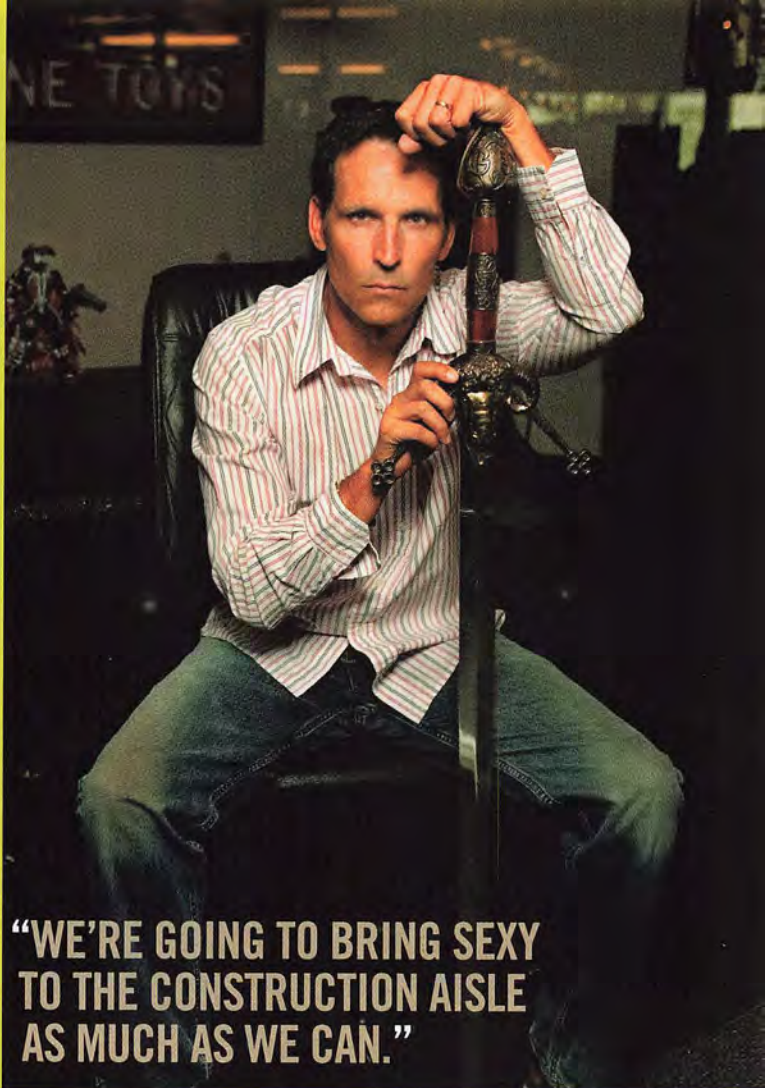
We had fun with the first one [the RV Walker head, for season

As well as tour the studio, *TWDM* also caught up with McFarlane Toys' founder (and comic book legend) Todd McFarlane to discuss the latest additions to his toy range. **INTERVIEW:** Toby Weidmann

two], and the second one [the Governor's fishtanks, for season three] was cool with the lights. We were looking to do something again that felt like a piece of art. We were looking for a cool visual. We thought the Tree Walker was a classic horror moment, a popcorn moment. There was a lot of texture around it, which was right up our alley. When we can do things with a lot of texture, it really adds to the finished product.

**LET'S TALK ABOUT THE NEW BUILDING BLOCK SETS YOU DEBUTED JUST BEFORE SAN DIEGO COMIC-CON. HOW DID THEY COME ABOUT?**

My eyes saw exactly the same thing as when I started the toy company 20 years ago, except over in the 'construction aisle,' which is where you buy your Lego. I had the same reaction as back then: 'Why can't this stuff be cooler?' It was that simple question that got me started



**"WE'RE GOING TO BRING SEXY TO THE CONSTRUCTION AISLE AS MUCH AS WE CAN."**

in the toy business in the first place. There are some cool toys, but I always thought they could be cooler and a little bit more sophisticated. That aisle only panders to the six-year-old market; no one's making stuff for the 15-year-old and up. Who's making something for the 25-year-old dude, you know?

Construction builds mess with my sensibilities. I've seen some custom builds that are pretty interesting, but I can't get past what I call bitmapping, you know, that it's made out of blocks. I've never understood why they can't smooth the curves out and make them sexier. What I want to do is make this stuff look almost like a model, so if done right, it could trick someone into thinking, 'What? That's *not* construction.' Then, when they get closer, they're like, 'Wow!'

The way to do that is to hide the dimples, which means putting facades on everything. The ground we have is a flat piece, so like our competitors it is all dimpled, but to finish it you have to lay down 75 pieces to make it look like dirt or grass or wood or cracked cement. It has to look and feel like the thing it's supposed to be – it can't just be colored that way with a bunch of dimples on it.

**WHAT'S THE REACTION BEEN LIKE TO DATE?**

There's been tremendous enthusiasm for it from the retailers. When we first showed

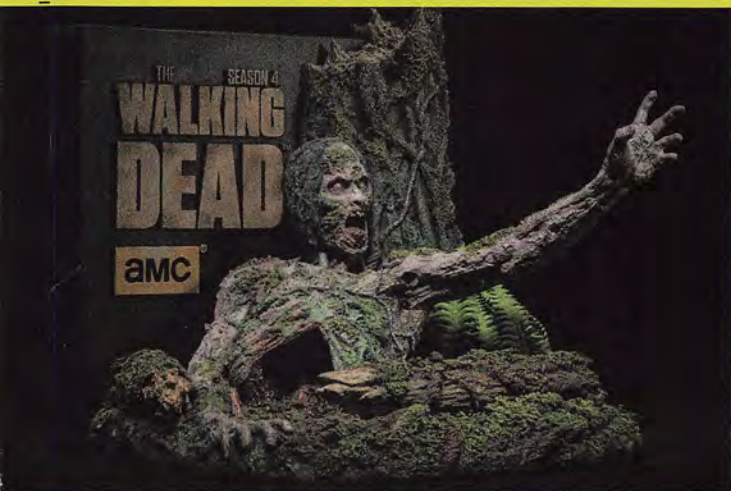


PHOTO: Anna Pena



them to Toys"R"Us and Walmart they were asking, 'Well, where's the construction part of it?' When we took it apart, they were really stunned.

Our big sets have 500 to 600 pieces. They are very cool. We're hoping we can take all of that good credit we have from the fans for our action figures over to this other aisle. We're going to bring sexy to the construction aisle as much as we can.



essentially taking our figures and shrinking them down, so we're keeping all the proportions right.

Each one of the sets on their own will be interesting builds, but you can also buy additional figure packs, so you can have 50 zombies at the prison fence, for instance. To keep the price



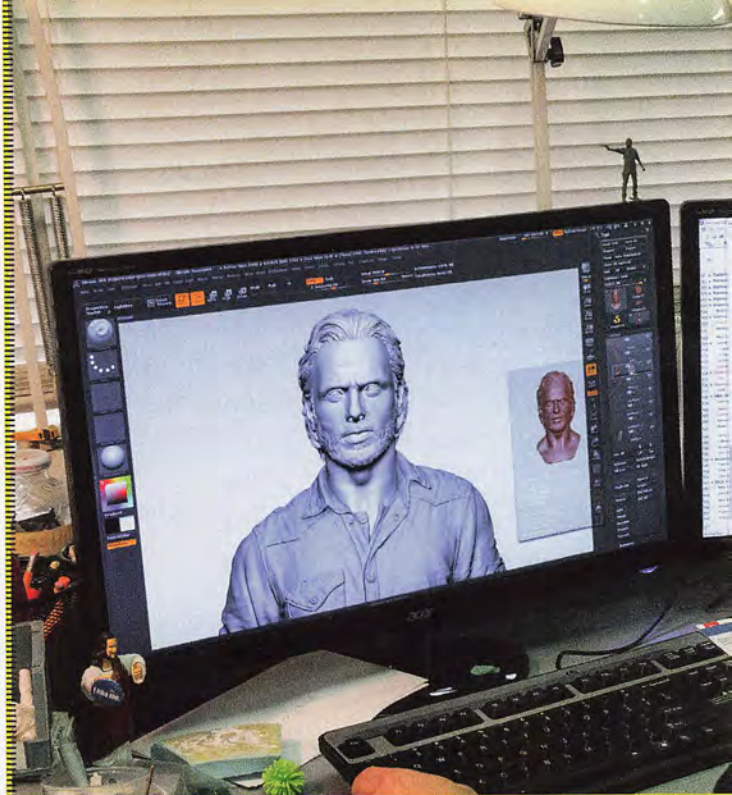
**"OUR BIG SETS HAVE 500 TO 600 PIECES. THEY ARE VERY COOL."**

#### SO TELL US ABOUT THE ACTUAL SETS THAT ARE ON OFFER.

They are almost like dioramas. We did some of that when we started the company, but instead of buying a Daryl figure, you will now get Daryl on his bike with a zombie in a setting. We have the Governor's room, where he's sitting in his chair looking at his aquarium, which lights up too. We have a portion of the prison, with the tower and fencing. The cool thing is we're

down, we can only put a few figures in the boxes, but the figure packs will augment your build. It will look way cooler if you have the horde.

One of the other big sets is the RV. It's a helluva build, but if you put Dale on top and someone shooting, plus lots of zombies around it, it becomes really great. We also have the inside of the prison. We're going to come up with modules where you can buy three or four cells and add them to the prison block big build and supersize it. •



**"WE WORK WITH AMC TO GET A FEELING FOR WHERE THE STORY IS GOING SO WE AREN'T LAGGING BEHIND."**





## FEATURE McFARLANE TOYS

**"SOME ZOMBIES ARE MORE DIFFICULT THAN OTHERS TO CREATE... HOW HARD WILL IT BE TO PRODUCE, PRODUCE ON TIME AND FOR THE PROPER COSTS?"**



ABOVE: Prototype development director Michael Gulen checks the 3D models against the actors' likenesses. LEFT & BELOW LEFT: Sculptor Pru Albers sweats the small stuff. FAR RIGHT: Mold/casting technician Jeremy Monz makes the prototype figures.



"Sometimes they will say this zombie is important to us," he notes. "[Executive producer] Greg Nicotero is in contact with us and we'll try to pick his brain and ask if there's something there they like, or something they can send us. They will send casts to us and we use them as reference, or we might scan it and send it back.

"The zombies we also talk about because there's no sales data around them, just what looked cool onscreen. There are so many zombies that the fans talk about, so we pick the ones we like. Some zombies are more difficult than others to create and put into production, so all those things are taken into consideration and that generally falls on me. How hard will it be to produce, produce on time and for the proper costs?"

### THE MAN WHO SCANS

For the figures based on the TV series, Frank explains that after new characters are chosen, the next step is sculpting the likeness of the actors to the character figure.

"We send a crew down to Atlanta on set for a few days [to scan the actors]," Frank reveals. "The show is very gracious about letting us have access to the actors, and all of the cast are terrific about getting scanned. We also collect reference and photography, and Greg will provide us with images."

Mike Gulen is the supervisor of McFarlane Toys' 3D studio and modeling department and it's his job to take all of that reference material that's been collected and assign it to either one of the company's in-house artists or to a contract sculptor.

"Generally, we have someone who does portraits and a couple guys who are really good with drapery and folds," Gulen explains. "[Facial] scans help a lot when we have the chance to scan someone, not for basic details but for basic proportions of the face and volume of the hair.

"A typical sculpt from start to finish is four to five weeks with all revisions," Gulen continues. "Generally, it takes three weeks to get 95 per cent of the sculpt and then two weeks for tweaks. For *The Walking Dead*, they really want to make

**"THE SHOW IS VERY GRACIOUS ABOUT LETTING US HAVE ACCESS TO THE ACTORS, AND ALL OF THE CAST ARE TERRIFIC ABOUT GETTING SCANNED."**



sure the likenesses are perfect so we're going back three, four, five times tweaking."

### MODEL CITIZENS

When they get the 3D model right, the figure then goes into the molding process where Jeremy Monz, a mold making and casting technician, will employ actual chemistry using polymers and high heat to make prototype molds that will go to the factory in China for test runs.

Frank details: "We send the toolings to Hong Kong and they make a ceramic duplication and cast the steel molds from that mold. Usually they will either use steel or beryllium copper. It's a high temperature situation and they have to use ceramic so it holds up. They painstakingly take our urethane models and cast from it into the ceramic material. Then they will go back and work the details. We then critique it and if there's a molding issue, where they make what we consider an unacceptable modification, then we'll work out how to make sure the ceramic is exactly what we want going into production."

### ART OF DARKNESS

In the New Jersey studio, the paint department also creates the paint standard for the character figures which will also be

**"DEPENDING ON HOW FRESH OR HOW MUCH THERE IS, BLOOD CHANGES COLOR. IT CAN GO FROM ALL COLORS TO DARK BROWN."**



BELOW LEFT & BELOW RIGHT: Jeremy Monz unpacks the molds. The detail is obvious even at this stage of the process.







## SINISTER SIX

ED FRANK TALKS *TWDM* THROUGH THE NEW SERIES SIX ACTION FIGURES BASED ON AMC'S *THE WALKING DEAD* — CAROL NOT FEATURED (SEE PAGE 86 FOR MORE)...

### ABRAHAM FORD

"I think he came out really well. He's a very interesting character on the show and I think putting him and the Governor in the same series makes sense."

THIS PAGE & OPPOSITE: Artists Donna Farrell, Samantha Stagg and Matt Keown use photo references and Pantone color matches to authentically capture the actors' likenesses and costuming. And what is the hardest thing to get right with their paintbrushes? Frank reveals that it's blood.

### BUNGIE GUTS WALKER

"The challenge with this one is you want it to have the stretchy [guts] material. Typically, we use a polymer that is put into the plastic to give you stretch, but it doesn't take paint very well. Right now, I'm trying to figure out what is the best way to do it, like adding a PVC that is easy to paint."

### THE GOVERNOR WITH LONG COAT

"This new figure has the eye damage, so I'm glad we are doing him again. I'm really happy with the way this one turned out."

### HERSHEL GREENE

"He's difficult to do, mostly because of his hair. There's a lot of wispy hair so it's taken a lot to get it correct. When we first started, I thought it would be easy. Older men have a lot of character in their face so it's easy to make it look like them, but Hershel was a bit of a struggle."

### RICK GRIMES

"We're doing a new Rick since he's changed in appearance and he's fresh looking for us each season. With your hero character, you have to be careful how many times you make him, but if he's looking different each time then it works. He's kind of Farmer Rick this time around."

**"A TYPICAL SCULPT FROM START TO FINISH IS FOUR TO FIVE WEEKS WITH ALL REVISIONS. THEY REALLY WANT TO MAKE SURE THE LIKENESSES ARE PERFECT."**

"Blood is something Todd takes very seriously," he notes with a twinkle in his eyes. "It has to look like blood, which is an interesting thing. Depending on how fresh or how much there is, it changes. It can go from all colors to dark brown."

"You have to use glossy paint to show it's fresh. If you are doing dried and crusty blood, it's better not to be glossy and for it to look like rusty caramel. The worst moments I have with Todd is when they don't get the blood right," he laughs.

The last stage is the packaging which is also designed by the in-house McFarlane team. It seems like an easy step, but the small team has to create packaging that works for all of their retail partners and how they want to display the items on the shop floor. The designers also need to take into account the kind of durable packaging that also works for those toy fans who want to keep their collectibles in the box.

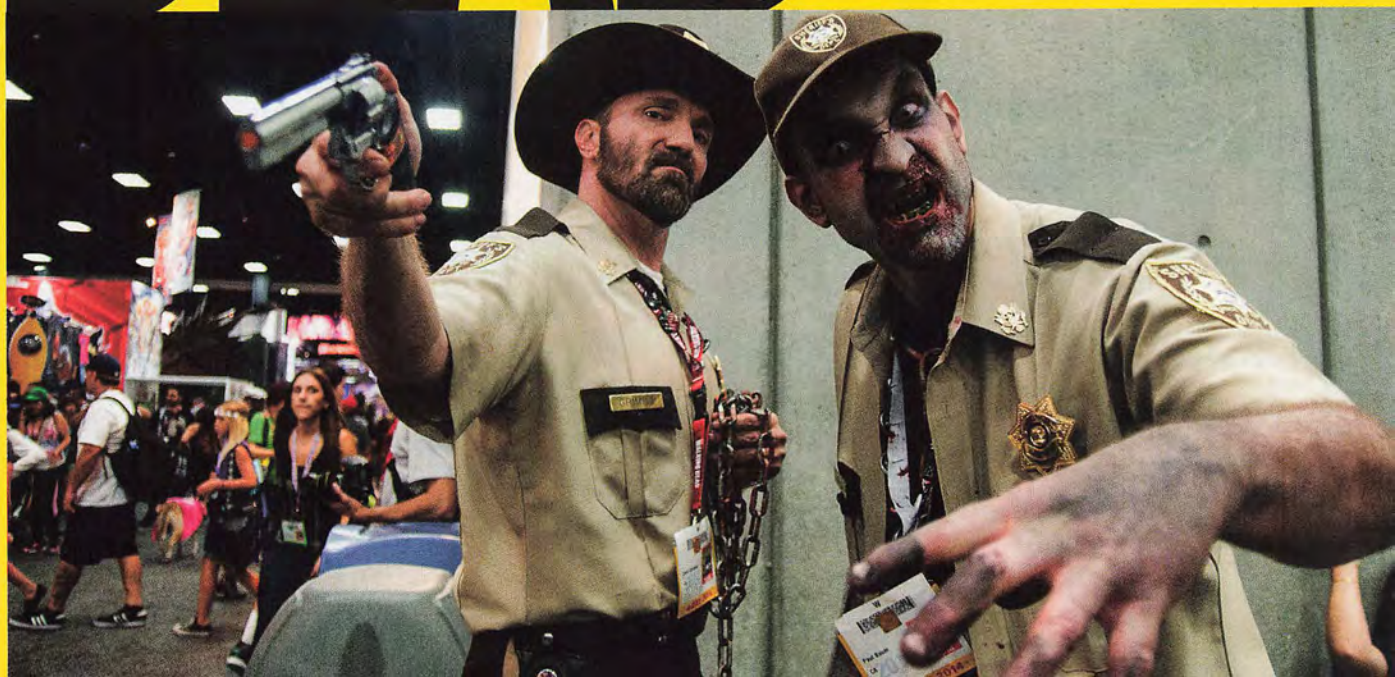
So next time you look lovingly at your Daryl Dixon figure with his crossbow, or the new Rick Grimes statue with his extended arm aiming for the horizon, tip your hat to those artists at McFarlane who respect and match your obsession with *The Walking Dead*... and who just might have the coolest jobs around. •





# CITY OF THE DEAD

Cosplayers, toy collectors, comic book lovers and genre fans from all over the world descended on San Diego for the biggest event of the year, San Diego Comic-Con 2014. *The Walking Dead* once again dominated events, so naturally *TWDM* was there too. Given that it's now October, our Con round-up mostly eschews the usual 'highlights' style feature to focus on some of the cool *The Walking Dead* merch announced at the Con. WORDS: Tara Bennett



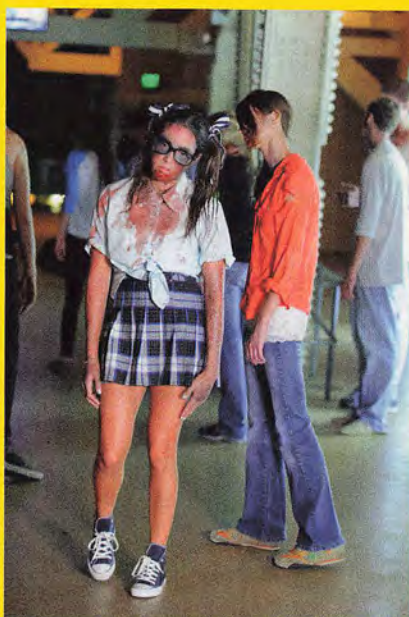




**OPPOSITE PAGE:** We're sure we've seen these guys before somewhere - oh yeah, *TWDM* #5's 'Fan Focus.' **THIS PAGE, TOP:** The AMC booth was gloriously decked out - talk about tunnel vision! **BELOW:** No-one is safe from the walker virus - pity the children!

**E**very summer San Diego International Comic-Con welcomes more than 150,000 pop culture junkies that happily amass like walker hordes on the city and convention center. Every year a larger percentage of those fans are *The Walking Dead* faithful who flock to all things Rick Grimes and company infiltrating the city.

Skybound went all out again hosting panels featuring Robert Kirkman and Charlie Adlard, executing a new *Walking Dead* Escape adventure at Petco Park, featuring the makeup work of Greg Nicotero's KNB EFX team, and helping licensing partner's debut exclusive new *Walking Dead* collectibles. Plus, there was the momentous debut of the season five trailer for AMC's *The Walking Dead* series at the raucous, packed 7,000-seat Hall H panel - one of the hottest annual events at SDCC.



## TOGETHER AGAIN

It's always a special event when Robert Kirkman and artist (and native Brit) Charlie Adlard make an appearance together on a panel as they do their *The Walking Dead* collaborations on separate continents. The dynamic duo and Skybound editorial director Sean Mackiewicz fielded questions from the room of hardcore fans of the comic book world.

A lot of interesting topics were covered, offering a broad gamut of news. One fan asked whether Negan's back story would be revealed at any point in the comic books. Kirkman said readers would find out eventually, but he had no plans for a novel series like they did for the Governor.

Kirkman admitted he does let some details slip in the writing process because he just doesn't think about them, such as the lack of rain in the books. Mackiewicz

PHOTOS: Bonnie Osborne for Skybound Entertainment, Bill Edwards



# STRUM AND GET IT!

New licensee, Artist Series Guitar, used San Diego Comic-Con 2014 to launch its range of AMC's *The Walking Dead* guitars. **WORDS:** Louisa Owen

One of the best things about Comic-Con is the showcasing of all-new licensed product (merch to you and us), and wherever you looked at this year's San Diego event, *The Walking Dead* had something original to offer. One such line that really caught our eye (and strumming fingers) was a new set of guitars from Artist Series Guitar (ASG). *TWDM* has reported on *The Walking Dead*

guitars before – licensed from Skybound and featuring

colored artwork from the comic by Peavey – but this new range has been created to tie in with AMC's hit show.

Showcased at the Hard Rock Cafe, a short walk from the main Convention Center, ASG's guitars feature stunning images of Rick Grimes, Daryl Dixon, Michonne, and lots of grisly walkers. There are 11 different designs currently in production (three featured here), with several of them limited in number to 50. But these are just the tip of the iceberg.

ASG founder Vijay Kumar says: "It's going to be an evolving collection – as one [design] sells out, we'll bring another in... AMC wanted to do something big, bold and strong, so they

charged us with making a strong and expansive collection. I'm excited to see what we come up with in the future"

At the moment, the designs are quite character-led (and, in particular, characters that are still living-led) or feature existing artwork (such as the Alex Ross season four teaser poster art from SDCC 2013), but ASG is looking to develop its collection by really getting to the heart of the series, which could mean there will be some gorier guitars coming down the pipeline. Kumar says: "We really want to capture the aesthetic of the show, and that aesthetic is gruesome. We're big fans of gruesome." He adds with a laugh: "It would be cool to do a decapitated Hershel head guitar, right?"

These guitars are not just good to look at, they play well too: carved from mahogany, with a rosewood fingerboard and mother-of-pearl inlays, they are, as Kumar states, "all professional level. The build quality is excellent. They are very comparable to a lot of other professional grade guitars."

Judging from the reaction of fans at SDCC, these are going to be very hot properties. They certainly look ready to rock even the most unholy of brain jams.

Find out more: [artistseriesguitar.com](http://artistseriesguitar.com)



**ABOVE** *The Walking Dead* Escape was a popular draw again, attracting both assault course runners and wannabe walkers – loving the Amish zombies!

then ribbed him about the overabundance of snow featured in the northern Virginia locales (an area that doesn't traditionally get much snow).

When asked their personal survival weapons of choice (a frequent panel question), the trio got silly and Kirkman said a polar bear, while Adlard said Sharpie pens, and Mackiewicz offered the Holy Ghost, which got big laughs from the writer and artist.

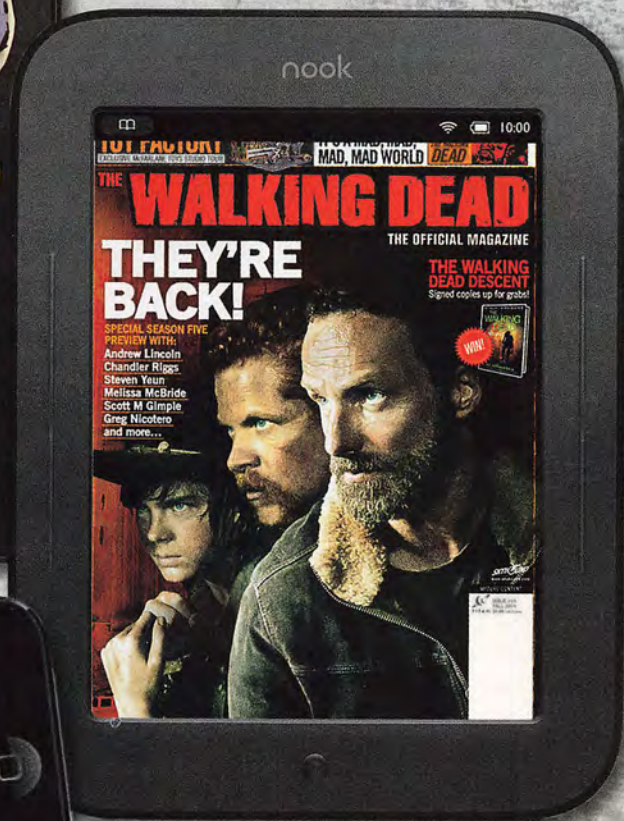
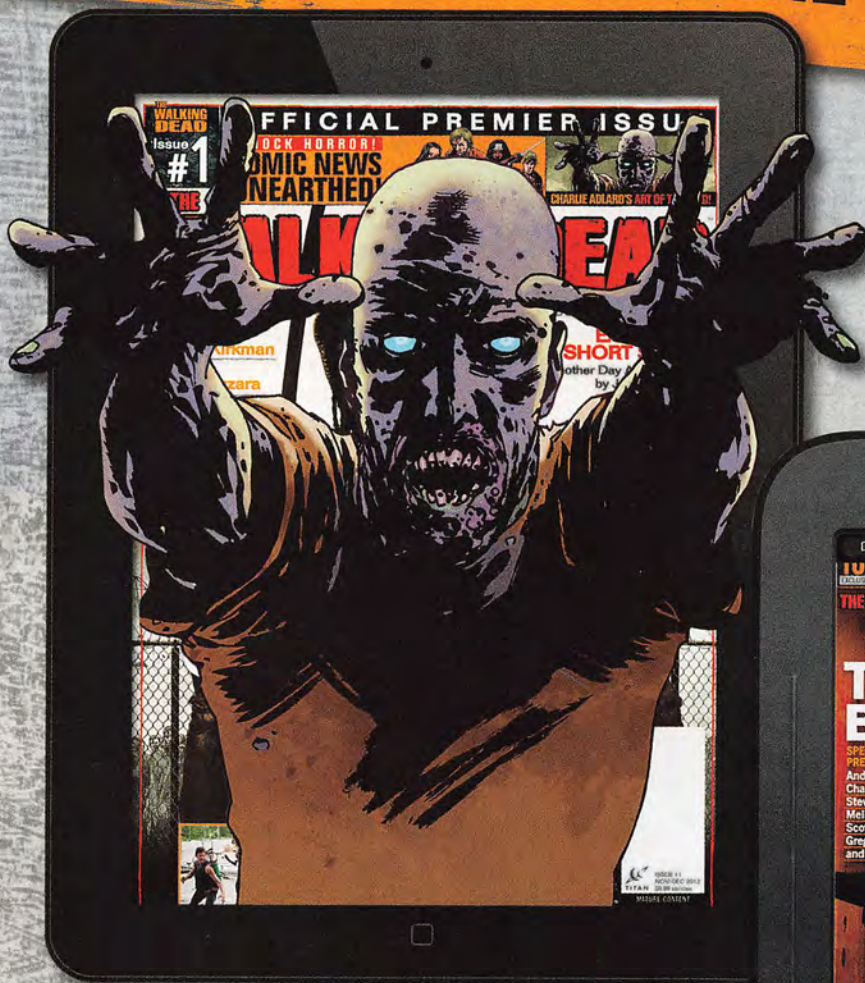
As for character specifics, a fan asked about Maggie and Kirkman teased that she's become a capable leader and she will be challenged soon and "put through her paces" in the upcoming fall issues. Kirkman and Adlard both said they think at this point they could kill off Rick Grimes in the books and the series would go on just as strong. But then Kirkman



# DIGITAL EDITION

SAVE UP TO 20% ON THE COVER PRICE!

FOR THE  
PRINT EDITION  
TURN TO  
PAGE 94!



SEARCH *THE WALKING DEAD MAGAZINE* IN YOUR APP STORE!

FOR MORE DETAILS, VISIT:

**titanmagazines.com/digital**





## MEAT THE CAST

Fans lucky enough to gain entry to AMC's *The Walking Dead*'s Those Who Arrive, Imbibe barbecue on Friday July 27 (it was a limited ticket event) pretty much won the lottery, as all the cast from the show turned up in the evening. Just 200 people were invited to attend the feast, held at the Hilton Gaslamp Hotel, and they all went haywire when they saw actors Andrew Lincoln, Norman Reedus, Emily Kinney, Chandler Riggs and the rest atop Martinez's camper van, playing golf no less (a callback to season four's 'Dead Weight').

Guests on the Saturday were not so lucky, but at least there was the bonus of a decent barbecue, with the likes of sausages (although no mention of what kind of meat went into making these — hmm...), beans and corn, with chocolate pudding for dessert, naturally, served up.

And was anyone brave enough to try Daryl's Moonshine?



added with a smile, "He's going to last forever."

Charlie Adlard admitted he doesn't draw towards the actor's looks in the TV show, but he has had some moments meeting the television cast in Georgia, especially Danaï Gurira when he saw her in her Michonne costume and immediately thought, 'I drew you. I created you.' He says it's incredible when he hears the show takes visual inspiration from his artwork, which he knows they don't have to do. And he admits he gets shivers down his spine knowing they appreciate what he does.

**THIS PAGE, TOP:** Executive producer and special effects makeup guru Greg Nicotero popped into the Escape to ensure verisimilitude. **RIGHT:** Norman Reedus and Robert Kirkman throw out Air T-shirts at a special Skybound panel. **OPPOSITE PAGE:** The SDCC exclusive 'Free Negan' Tee only available from the Skybound booth.





# DEAD IS THE NEW BLACK

Since debuting its AMC's *The Walking Dead* wares at SDCC 2013, Her Universe has become the 'go-to' destination for female fans of the show looking for stylish pop culture womenswear. At this year's Con, Her Universe laid on a very special event to celebrate all things fan girl. **WORDS:** Louisa Owen

**C**omic-Con and cosplay go hand in hand. If you want to see some of the most creative clothing designs in existence, both professional and amateur, then SDCC is the only place to be. Relatively new label Her Universe, which was founded in 2009 by actress and TV presenter Ashley Eckstein, has taken the concept of fan girl fashion to the next level by inviting amateur designers to compete for the opportunity to create a professional womenswear collection all of their own. There was only one way to mark the occasion: an SDCC runway fashion show.

All manner of genre clothing was on display at this inaugural event held on July 24, from *Doctor Who* to *Pokemon*, demonstrating an extraordinary level of creativity, and one of those entries was inspired by AMC's *The Walking Dead*. Melissa Camacho's Dixon Winged Vest (pictured) was more than just a feminine take on Daryl's now-famous waistcoat, it was a subtle insight into the growing market for *The Walking Dead* women's fashion. Her design was a floor-length leather dress with a laced-up side, featuring two angel wings embossed on the back to form the knowing tribute to everyone's favorite crossbow wielder. It's a very stylish nod to the popular character which any of 'Dixon's Vixens' are sure to get.

Although the dress sadly didn't win the competition (the winning designs were based on *Back To The Future* and *Once Upon A Time*),

just making it to the runway was a major achievement, with only 36 designs chosen from hundreds of entries. It goes to show just how popular AMC's show has become among female fans. Eckstein, who hosted the fashion show, said: "It

was truly a celebration of fan girl culture and fashion. The feeling in the room was absolutely electric. All of the designs blew me away."

**Find out more:**  
[www.heruniverse.com](http://www.heruniverse.com)



## ESCAPING FROM THE MADNESS

For its third consecutive year, *The Walking Dead* Escape returned to Petco Park, two blocks from the convention center. They set up a brand new experience that moved away from just an obstacle course to a more immersive experience revolving around a story and generating decisions about how to make it through the action. There were 20 professional walker actors to help facilitate the storyline outside of the many volunteer walkers that populated the course, too. As usual, the Escape offered three options to participants: be a spectator, be a course runner, or be a walker, with makeup provided by artists from Greg Nicotero's KNB EFX Group. Nicotero even showed up to supervise the set-up and the gore application. We love his attention to detail.

## BIG BAG OF SWAG

Inside the massive convention center exhibition floor, AMC always sets up a booth that recreates an iconic set from the show. This year it was the tunnel where Glenn and Maggie were reunited among a small herd of walkers. Fans could pose with ambling walkers and wander around the mini Terminus set, replete with dire wall messages and the beckoning map scrawled with the settlement's location.

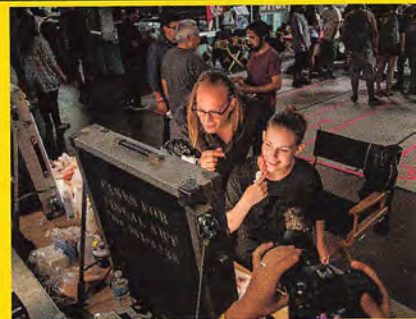
At other booths, exclusive *The Walking Dead* comic book and TV series collectibles were being scooped up by fans who couldn't get enough of the creative pieces celebrating Kirkman's world.







CLOCKWISE FROM LEFT:  
The amazing build set from  
McFarlane Toys; Lucille Bat  
designer George Gaspar  
(left) tries out his  
handiwork on Scott  
Tolleson, designer of  
Skybound's Minis two-  
packs; Gentle Giant's ace  
Daryl statue; Nicotero adds  
the finishing touches; BFF  
takes on a new meaning.



One of our favorites was Funko's Pop Vinyl Headless Hershel figure, which was a Con exclusive variant of their new model. The SDCC version came with blood splatter and the adorably gruesome ability to separate the beloved character's head from his neck.

Diamond Select Toys (DST) debuted its black and white *The Walking Dead* comic book 'Days Gone Bye' Minimates four-pack featuring Rick, Shane, Glenn, and a zombie. Limited to 3,000 pieces, the set is still available at some online retailers so snap them up if you see them. DST also showed off its black and white detailed banks, including its new Rick Grimes model.

Elsewhere, Gentle Giant revealed its range of 1:4 scale statues, which are amazingly accurate in their detailing. All of the cast members have been 3D scanned for accuracy,

creating an almost photo realistic look. This year the figures include Glenn in full prison riot gear, a walker version of Merle Dixon, Michonne with her parka and katana, a fierce-looking Maggie in battle mode, and Daryl Dixon with his poncho and crossbow. They also had equally detailed busts of Rick, Carl, Michonne, Glenn, Daryl and the Governor. Look for each of these pieces rolling into stores in 2015.

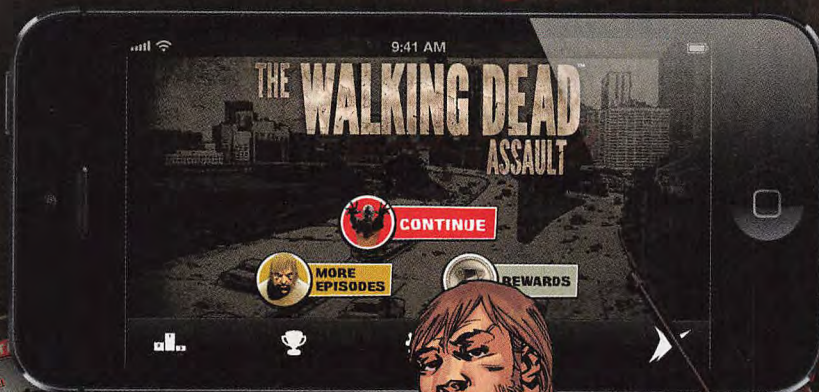
Last but not least, we howled when we saw the brand-new line of *The Walking Dead* Hallmark greeting cards that will be out in time for Halloween. Each features a character from the television show and some pithy sentiments about surviving the zombie apocalypse (or not!). And if that wasn't enough, Hallmark is also giving the gift of Daryl Dixon in the form of an ornament. We know Daryl (Norman Reedus) does a lot

for the ladies, and now we're sure nothing says holiday fun like a guy with a crossbow on your tree. We can't wait to get one. •





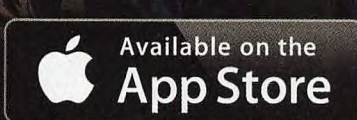
# THE WALKING DEAD™ ASSAULT



**HEAD TO**  
**THEWALKINGDEADASSAULT.COM**  
**TO DOWNLOAD THE GAME FOR YOUR MOBILE DEVICE.**

**SKYBOUND**

**Gamagio**

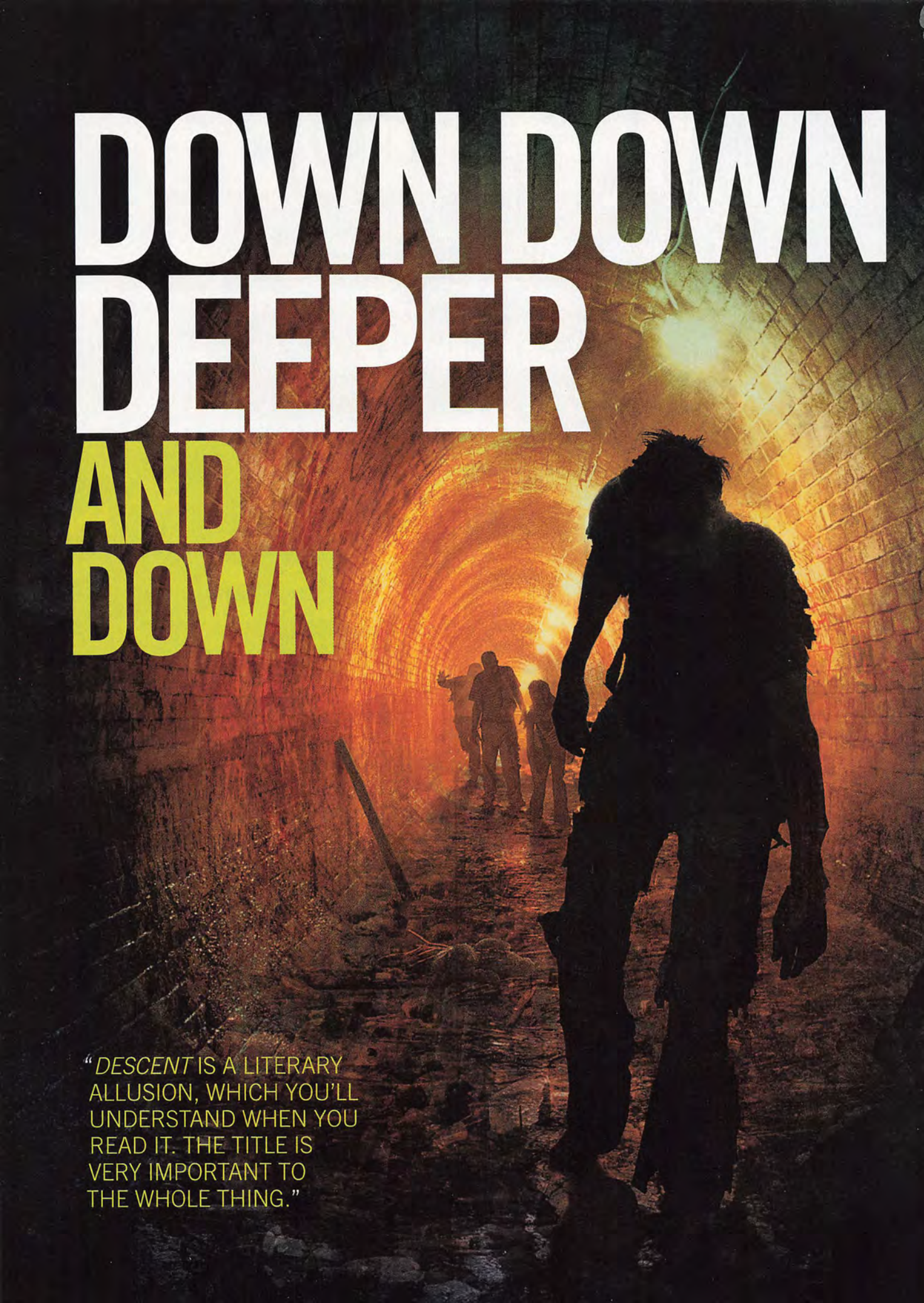


**www.SKYBOUND.com**



The Walking Dead is a trademark of Robert Kirkman 2012. All Rights Reserved.  
Google Play is a trademark of Google Inc.





# DOWN DOWN DEEPER AND DOWN

*"DESCENT IS A LITERARY ALLUSION, WHICH YOU'LL UNDERSTAND WHEN YOU READ IT. THE TITLE IS VERY IMPORTANT TO THE WHOLE THING."*



Novelizations based on *The Walking Dead* would seem to be counterintuitive – after all, it's become a phenomenon through the visual medium – but the success of the book series by Robert Kirkman and author Jay Bonansinga have proven just how robust and popular the written word still is. With a new novel series on the way, kicking off in October with *Descent*, *TWDM* finds out from Bonansinga how the pair have been rocking the status quo once again.

**INTERVIEW & WORDS:** Ian Spelling

**T**he *Walking Dead* changed Jay Bonansinga's life. The writer had been doing fine, actually, authoring a dozen original horror books and even writing, producing and directing a film called *Stash* (2007). But now, thanks to *Rise Of The Governor*, *The Road To Woodbury*, *The Fall Of The Governor, Part 1* and *The Fall Of The Governor, Part 2*, he is a four-time veteran of the *New York Times* Bestsellers list and rates as Robert Kirkman's go-to guy for bringing the world of the undead, Philip Blake, Woodbury, Lilly Caul and so on to life in novel form.

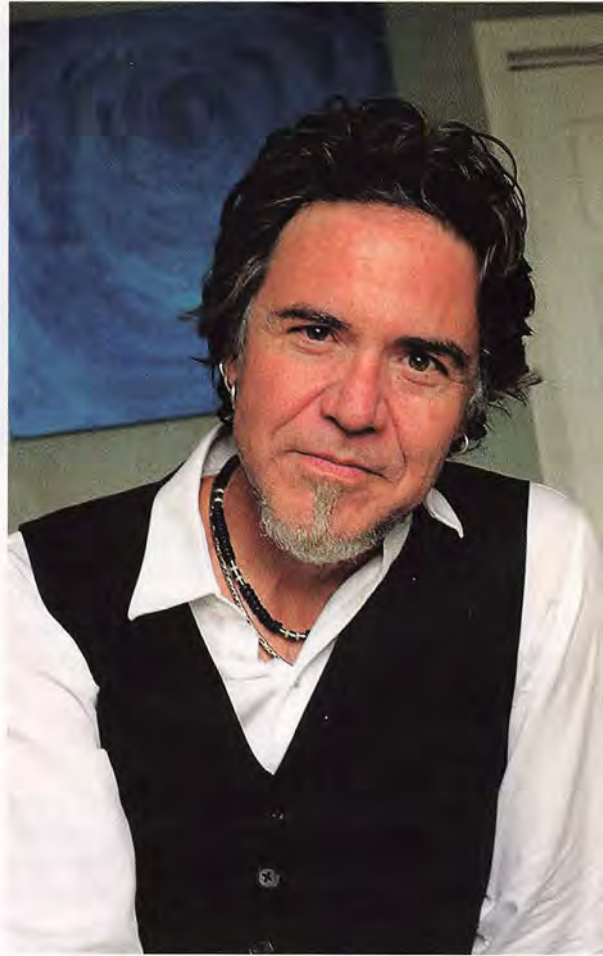
"It's official now," the amped-up, super-chatty Bonansinga says during his first interview with *The Walking Dead Magazine* since the release of *The Road To Woodbury*. "*The Walking Dead* has changed my life completely. Oh my God! It's almost easier to enumerate the ways it has not changed my life. I still have to clean up after my teenage boy, take out the garbage and wash the dishes, but in almost every other way it has changed everything. Career-wise, every *Walking Dead* book we write ends up on the *New York Times* Bestseller list automatically. It's like the movie *Brazil*. We have a little pipe, I feed the books into the pipe and they go straight to the *New York Times* list."

There are other things that come along with having this "enormous, cool" juggernaut behind you, Bonansinga adds. For example, it's changed the way he thinks about writing. "It seems like anything is possible," he explains. "I've never really verbalized it, but Robert did the impossible. He took something very simple, like three chords – the G, C and D – which have been used over and over in rock and roll, and he found this combination that is so brilliant and riveting, and people love it so much, that it's inspired me as a writer. It's also brought eyes to my other books. The more people see my *Walking Dead* work, the more my other books get checked out. It's like, 'What else has this guy done?' And I do conventions, which are great. It's changed everything."

### WAKE ME UP BEFORE YOUR LOGO

And the changes keep coming. The next *Walking Dead* novel, out in October, is Robert Kirkman's *The Walking Dead: Descent*, and it's credited to Jay Bonansinga. Notice the difference? Kirkman's name is part of the title, while Bonansinga receives solo author credit. Bonansinga believes – and hopes – that came about because he'd gained Kirkman's trust.

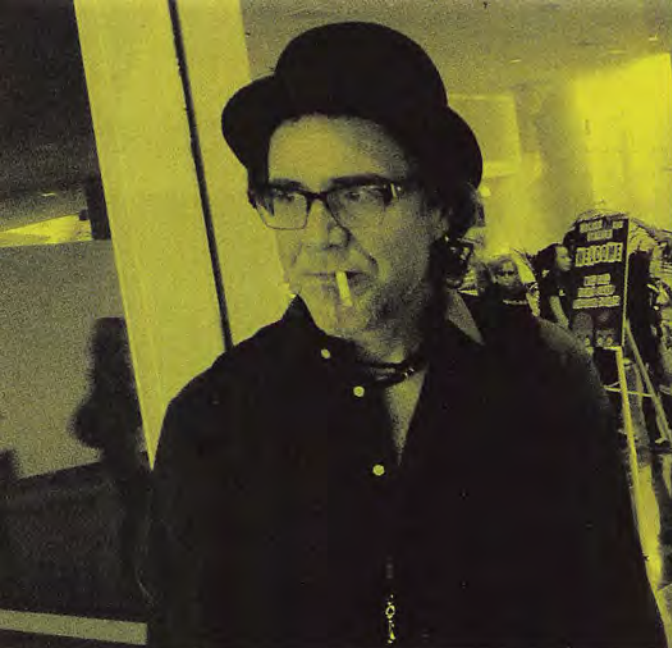
They collaborated for four years on four books and, in the early days, Kirkman inspected 50-page chunks of Bonansinga's über-descriptive prose, made tweaks and approved it, with Bonansinga then moving on to the next 50 pages. However, by the end of *The Fall Of The Governor, Part 2*, Kirkman "set me loose," as Bonansinga puts it. And when Thomas Dunne Books and Kirkman decided to embark on a second quartet of *The Walking Dead* novels – which kicks off with *Descent* – they chose to let the byline reflect reality.



**OPPOSITE PAGE** The cover of the new book, *Descent*. **THIS PAGE, ABOVE:** The author Jay Bonansinga admits his life has been changed completely by *The Walking Dead*.

**"THE WALKING DEAD HAS CHANGED MY LIFE COMPLETELY. IT'S ALMOST EASIER TO ENUMERATE THE WAYS IT HAS NOT CHANGED MY LIFE."**





"Robert said, 'I don't want to be involved in the writing of the outlines. Let Jay do that. I'll just take a look at stuff and give it my blessing,'" Bonansinga notes. "I don't even know if I should say this, but I'll give you a scoop: the whole idea of *Robert Kirkman's The Walking Dead* at the top, like a logo... was my idea. It's almost like George Lucas' *Star Wars*. (Now it's) 'A novel by Jay Bonansinga.'"

#### WHAT COMES NEXT

*Descent* picks up a nanosecond after *The Fall Of The Governor, Part 2*. On the latter's final page, Lilly Caul rose to the occasion, promising to make something of Woodbury and to rebuild the community. "*Descent* starts with the very next sentence," Bonansinga reveals. "We did

that for numerous reasons, but the main reason was that Robert thought people were going to want to know what happened to Woodbury, because it's really off the map in all the other mediums. So this is Woodbury's story. This is Lilly's story. I was saying to Robert, 'This is like *Our Town* goes to hell.' That's how I'm looking at this new quadrilogy or tetralogy. So Woodbury is a character and that title,

"BOB [STOOKEY] IS A BAD-ASS. BOB STARTED OUT AS AN OLD CODGER, AN ALCOHOLIC, A HOMELESS DUDE ON HIS LAST LEG IN THE COMIC. NOW, HE'S JUST KICK-ASS."

**ABOVE LEFT & RIGHT:** Bonansinga has a good relationship with fans. **BELOW:** Bob Stookey, as he appears in the comic, plays a big role in the new novels.







## THE RISE AND FALL OF THE GOVERNOR'S EMPIRE

*The Walking Dead Magazine*, as noted, had not spoken to Bonansinga since *The Road To Woodbury*, so we wanted to hear his thoughts on the *Fall Of The Governor* books. *Rise Of The Governor* was completely original, a prequel that did not exist in any graphic form. *The Road To Woodbury* served up a few Easter eggs and latched onto several comic book frames, but still was mostly new. Bonansinga describes the last two books in the *Governor* arc as "really unique," before cracking up at his own comment.

"I had an English teacher who said, 'You can't be 'really unique.' You can be unique or not unique, but you can't be really unique!'" he says, still laughing. "But these were really unique on many levels. They were the closest books to novelization work. I think Robert wanted to tell this same exact story that was in the comic from these different and interesting points of view. So it became this complicated novelization. I was tied to the frames of the comic book for practically a year writing these two books."

That brings Bonansinga to the other aspect that made it unique. Halfway through the outline, he realized how many pages it would require to tell the story – and how long it would take.

"I knew we'd never make the deadline," he recalls. "So there was this mad scramble. I was sitting on a beach in Indiana on July 4 of last year – yes, there are beaches in Indiana – and I was like, 'Eureka! Break it into two books! That'll solve all the problems.' Fans have asked if I broke it in two just to make a quick buck. I looked at them and said, 'Yup. Next question.'"

"The truth is, though, I didn't even think of that when I was trying to convince everybody to break it into two," he says. "I was just trying to solve these problems and thought comic book people, especially, would not mind. It jibes with their mindset. Robert bore that out the next day when he responded to my text. He said, 'I was thinking along those lines myself.' So that's what we did, and I think it worked."

"ROBERT KIRKMAN DID THE IMPOSSIBLE. HE TOOK SOMETHING VERY SIMPLE AND HE FOUND THIS COMBINATION THAT IS SO BRILLIANT AND RIVETING, AND PEOPLE LOVE IT SO MUCH."



*Descent*, is a literary allusion, which you will understand when you read it. The title is very important to the whole thing, on practical levels and on more literary levels.

"I know all authors say this, and it sounds so corny and stupid, but sometimes it's true... This book wrote itself," he continues. "Its antagonist, Jeremiah, got dropped into the mix and was like an engine that kicked it into fourth gear. I hate authors that say this, and I can't believe I'm saying it: I just got out of the way. Another thing I love about it, a little fanboy thing, is Bob [Stookey] is a bad-ass. Bob started out being an old codger, an alcoholic, a homeless dude on his last leg in the comic. He didn't have much exposure, just a few frames. Now, he's just kick-ass. Robert falls in love with a character and he can't let go, and that happened to me with Bob Stookey. Lilly is our mythic hero, but Bob has become her mentor. So I'm really proud of the book."

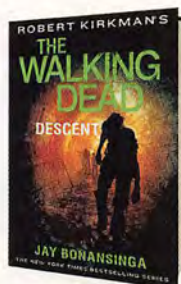
Bonansinga won't have much time to celebrate the accomplishment of *Descent* as he's already diving deep into the next *The Walking Dead* book.

"I didn't even break for fucking lunch," he says, laughing. "I'm not exaggerating. I started working on the outline immediately. This one will probably be out in October of 2015. I'm also doing other things. God bless Robert and the publishers. They gave me some breathing room, a few months. They want you to work on your own stuff. I have my own book in the works, called *Lucid*. I also have a graphic novel that I'm working on, an original. So it's all good."

**Robert Kirkman's *The Walking Dead: Descent* will be released in hardcover form on October 14 by Thomas Dunne Books, priced \$25.99**

**Find out more about Jay Bonansinga: [www.jaybonansinga.com](http://www.jaybonansinga.com)**

**ABOVE LEFT** Bonansinga meets Hershel (Scott Wilson). **ABOVE RIGHT:** The author's pose. **ABOVE:** Lilly Caul leads the Woodbury survivors in *Descent*.





# COMIC BOOK MEN



RETURNS OCT 12  
SUNDAYS MIDNIGHT / 11c

amc

# STICK<sup>WITH</sup> THE ORIGINAL

SNAP  
INTO A





# THE REGULARS

Madness, insanity and psychosis are easy words to bandy around when discussing people who don't act in a way that fits with 'normal' social mores. But in a world that is itself 'mad,' perhaps those words no longer apply. If King Ezekiel, the subject of our 'Choice Cuts' feature this issue, was active in the real world, he would probably be placed in the 'mentally unstable' bracket, even though his actions wholly fit the environment in which he lives; while Negan, who makes his dramatic entrance in Volume 17 (see 'Anatomy of a Story'), could equally be seen as psychotic. Elsewhere in our 'Regulars' section, Rick goes on the rampage in 'End Trails,' and we have a very engaging 'JJ&E' interview with Melissa McBride, who reveals whether she thinks Robert Kirkman is a madman or a genius...

P.72

## ANATOMY OF A STORY

*Analysis of Volume 17: Something To Fear.*

P.78

## CHOICE CUTS

*The best bits and worst hits of King Ezekiel.*

P.84

## BODY PARTS

*84 The Walking Dead: The Video Game – season two, episodes three and four*

*86 AMC's The Walking Dead Series Six Action Figures*

P.88

## DEAD NOTES

*Our letters section, including 'Fan Focus.'*

P.96

## END TRAILS

*'Death Sentence,' 'The Secret Diary Of A Walker' and a Q&A with Melissa McBride.*

P.72



P.78



P.84



P.88





# ANATOMY OF A STORY



## SOMETHING TO FEAR

With Rick and co settling into a life of semi-normalcy in the Alexandria Safe-Zone, writer Robert Kirkman knew it was time to shake things up in *The Walking Dead* comic. Enter Negan. Leader of a large, well-armed group of survivors, known as the Saviors, Negan fast becomes *someone* to fear. Let's find out why. WORDS: Stuart Barr



**V**olume 16, 'A Larger World,' significantly expanded *The Walking Dead* playground. Since the beginning, it had been centered around Rick, his family, the small band around them and their day-to-day struggle for survival. The hermetic

boundaries of this existence began to dissolve when they arrived at the Alexandria Safe-Zone and integrated into an established community. They were then blown apart by the arrival of Paul 'Jesus' Monroe, an emissary of the more established Hilltop colony. The Safe-Zone community thought they were a microcosm, self-contained and alone, but now they are a microcosm among a group of communities in the DC area.

Monroe wishes to set up trade routes not only between Alexandria and Hilltop, but with other, as yet, unnamed communities. Lacking a supply surplus or significant produce production to trade, Rick offers their combat experience to help defend against the Saviors, a bandit group who regularly raid the communities led by a mysterious figure known as Negan.

Monroe is a capable fighter and skilled scout, but the denizens of Hilltop are ill-equipped and inexperienced. In Rick, Abraham, Michonne, Andrea and the rest, Monroe sees battle-hardened survivors and maybe even a leader to boot.

Rick is doing what a leader must, taking decisive action in pursuit of the greater good... In a post-apocalyptic Washington, politics is reborn.

Rick's unilateral decision to barter the group's combat experience was not universally welcomed, with Glenn seeing the Hilltop as an idyllic commune, Michonne reacting with suspicion (the volume title, 'Something To Fear,' describing her default reaction to the unfamiliar), while Andrea was contemptuous of their lack of combat readiness. In political terms, Glenn is the dove, Andrea the hawk, and Michonne the paranoid center.

Rick is doing what a leader must, taking decisive action in pursuit of the greater good, but he now must develop diplomatic skills. It is one thing to lead a group, but a different proposition to broker agreement and influence other groups. In a post-apocalyptic Washington, politics is reborn.





After collecting supplies from Monroe, Rick's party is held up by a small group of Saviors. All answer to the name 'Negan' and it may be that Rick initially believes he is facing their leader. Michonne's katana and Andrea's rifle deal with the gang, while Rick sends the sole survivor running for the hills with a message to Negan: there is a new sheriff in town.

In the Safe-Zone, the group has had time to strengthen its bonds. Glenn discovers his partner, Maggie Greene, is pregnant. Rick and Andrea have become romantically involved; Carl discovers them in bed together and although he does not say it, it is clear that he is happy for his father. The relationship between Eugene Porter and Rosita Espinosa is at an early stage: his initial attempts to woo Abraham's ex are hampered by feelings of masculine inadequacy. This leads him to taunt Abraham, falsely claiming he and Rosita are physically intimate. While these relationships give Rick's group

something to lose and a reason to fear, they also give them something to protect.

Eugene has identified locations where equipment may be found to manufacture precious ammunition. Embarrassed by his attempt to assert masculine dominance over Abraham, he asks him to accompany him on a scout. Abraham explains to Eugene that while he still has feelings for Rosita, he holds no ill will and wishes them the best. During this heart-to-heart, Abraham is struck and killed by a crossbow bolt and dies in mid-sentence.

This is a shocking death because the victim is among the strongest characters in *The Walking Dead*, and because it happens so quickly. Robert Kirkman has indicated that this plot development was not planned in advance, but it perfectly captures the senseless and arbitrary nature of conflict. Abraham is there one moment and then just gone, like a prayer in a foxhole. There is no warning, no villain's

Abraham's death perfectly captures the arbitrary nature of conflict... There is no warning, no villain's monologue. The death has a sudden and brutal finality.







Negan is like many warlords found in real-world conflict zones. He's a gangster who's conned and muscled his way into power.

monologue. The death has a sudden, brutal and very *Walking Dead* finality.

The bolt was fired by Dwight, a distinctively burned Savior who has been leading a war party scouting the Safe-Zone. He weighs up Eugene and decides he isn't a threat, instead taking him hostage and demanding that the compound's gate be opened. It's a schoolboy error – Eugene bites Dwight's crotch, allowing Rick to open fire. In the melee, most of the Savivors are killed but Dwight escapes. Rick pursues, but when he discovers Abraham, the corpse has attracted walkers and he is forced to abandon the chase.

Rick needs more information; believing that they are safe from another attack, he forms a party to travel to Hilltop and find out more about their adversaries. Fearing for his family and believing the larger community offers more safety, Glenn announces he will stay behind in Hilltop with Maggie and their unborn child. Andrea is ready to accompany Rick, but he asks her to stay behind to organize defenses in case of a Savior attack.

On the way to Hilltop, the party stop to make camp. That night a group of Savivors, led by Negan, take them by surprise. This is the event the whole volume has been building up to (and neatly arrives for the landmark issue 100). This event sets the tone for a massive story that runs right up to issue



126, with Negan attaining 'Big Bad' status. Negan understands theatre, and his first appearance is not one any who survive it will forget. A tall, physically imposing man with jet-black slicked-back hair, Negan wears a uniform of jeans and black leather biker jacket.

While we were given small crumbs of information about the Governor's life pre-zombie holocaust, we never really find out anything about Negan. This gives him a frightening unpredictability. Where the Governor was insane, talking to zombie heads in fish tanks and living

## IN A NUTSHELL

**TITLE:** Something To Fear

**FEATURED ISSUES:** 97-102

**COLLECTION:** Volume 17

**SYNOPSIS:** Following a meeting with Paul Monroe, a representative of another survivor colony called the Hilltop, Rick decides to offer his group's services as muscle in a trade for supplies. While on the way to Hilltop to finalize the deal, he, Carl, Michonne, Heath, Glenn, Maggie, and Sophia are captured by a brutal group of bandits calling themselves the Savivors. Negan is their leader and, as he quickly proves, he's not someone to be trifled with.

### TIDBITS:

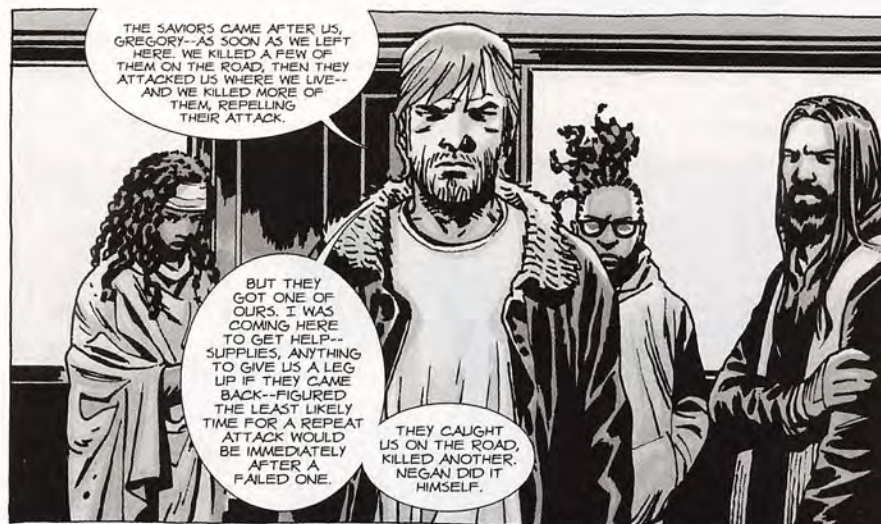
- There's only one place to start: the death of Glenn. To say this was a shock is somewhat of an understatement; his was one of the most surprising deaths in the series. His cold-blooded murder at the hands of Negan, which is drawn out over five pages, caused genuine outrage among many fans, who were stunned to lose a character who had been in the series since the very start. It almost made you forget, Abraham had died only a few issues earlier... Almost.
- Despite a show of having scruples, Negan ultimately decides who to kill by using the tried and trusted schoolyard technique of "Eeny, meeny, miny moe, Catch a tiger by the toe" – a foretelling of the introduction of Shiva, perhaps?
- Series artist Charlie Adlard has stated that, from a purely artistic point of view, he was glad that Glenn was finally killed off: he always found him a very difficult character to illustrate.
- Negan (pronounced 'Knee-gan') is definitely the foulest-mouthed character in the comic. In his first encounter with Rick, he uses the 'eff' word 41 times, including this rather choice phrase, "I'm now going to beat the holy fuck fucking fuckedy fuck out of one of you with my bat." It's clear Robert Kirkman has great fun writing Negan's dialogue.
- This volume sees Maggie and Sophia stay behind in Hilltop. Maggie will go on to become the community's leader during the epic 'All Out War' arc.





## ANATOMY OF A STORY

Negan commits atrocities with a clear motive and for a set purpose. It is entirely possible Negan actually believes he is justified.



The captives are introduced to 'Lucille,' a barbed wire wrapped baseball bat and Negan's weapon of choice. Negan's habit of addressing Lucille as a girlfriend could be a sign of madness, but it could also just be part of his act. While clearly a sadist with a personality disorder, if tried in a court of law, it's unlikely Negan could plead insanity. He commits atrocities but with a clear motive and for a set purpose. It is entirely possible Negan actually believes he is justified.

Savoring the fear of those kneeling before him, Negan chooses Glenn from the line-up and beats him to death with Lucille. "He's taking it like a champ," he cackles as the dying

young man attempts to stand. It is worth noting that despite the extreme brutality of this act, which is among the most shocking deaths in *The Walking Dead* (along with Lori and Judith back in issue 48), Negan does let slip one of his scruples. Initially, as he moves down the row of kneeling prisoners selecting a sacrificial lamb, he appears to rule Glenn out on the basis of race. However, he can't kill Rick as that would create a martyr, he won't kill Maggie as she is pregnant, he won't kill Carl as he is just a boy. He is not above joking that he might have Carl raped, however, something that sits at odds with a later episode where he executes one of his own for sexual assault.

with his dead daughter, Negan shows signs of madness, but often undercuts this with knowing winks to his audience (Negan loves an audience) that suggest he's playing a calculated role.

Back to the story: Rick and his group are tied and forced to kneel while Negan explains he wants half of Alexandria's supplies. This is presented as a 'deal' but is really an ultimatum. He also wants revenge for the men killed by Rick's group.

Subsequent volumes will reveal the extremity of Negan's cult-like leadership style, but it is arguable whether his revenge is at all personal or rather a showcase for his followers. One of the traits that makes Negan so hard to read (in a metaphysical sense) is his sense of humor; he has a fondness for wisecracks as black as his hair.

Glenn's brutal and senseless death – and the powerlessness of the group to stop the act – has a significant impact. Once



In political terms, Glenn is the dove, Andrea the hawk, and Michonne the paranoid center.



What Rick does next is controversial: he tells the community they cannot win. He advises submitting to Negan and releasing Dwight. The night before, Rick sought counsel from Michonne, who, to his surprise, agreed. She is tired of killing and still harbors guilt over her actions against the Governor which provoked the prison massacre. Andrea is less understanding, but eventually accepts this plan of action. Secretly, Rick is formulating a long-term plan: when Dwight is released, he sends Monroe to tail him, in order to locate the Savior base and return with intelligence about the new enemy.

This is a battle lost, but the war has barely begun. ■

released, they travel on towards Hilltop where Glenn is buried, and Maggie elects to remain behind with Sophia. Rick confronts the Hilltop leaders and discovers that their knowledge of the Savivors is slight; they were unaware of their numbers and had never met Negan. The fact that the Savior leader felt the need to confront Rick personally is evidence he has recognized a significant threat.

Negan is like many warlords found in real-world conflict zones. He's a gangster who's conned and muscled his way into power. Skilled in identifying and exploiting the weaknesses of others, his real goal (whether conscious or not) is a comfortable life. However, he believes himself to be honest and a man of his word. It is in Negan's best interests that the communities he raids remain productive, healthy and terrified. He does not kill Rick for the very reason that it could lead to rebellion. Negan wants to allow the communities autonomy; he needs what they have, and he needs a constant supply of it.

Leaving Maggie and Sophia behind, and taking Monroe with them, Rick's group return to Alexandria to discover the Savivors have assaulted the compound. Andrea successfully led a defense and the Savivors lost another dozen or so men. Dwight has been captured and Andrea is eager to execute him for Abraham's murder even before she finds out about Glenn. This is little comfort to Rick, who knows that Negan has enough men to overwhelm the community. It's not a fight he can win and Rick knows it.







HUNT OR BE HUNTED

THE  
**WALKING DEAD**<sup>®</sup>

RETURNS OCT 12  
SUNDAYS 9/8C

**amc**<sup>®</sup>



# CHOICE CUTS



## KING EZEKIEL

We return to our normal format for our 'Choice Cuts' feature this issue, picking out the best and worst moments of one of our most beloved *The Walking Dead* characters. Since his arrival in issue 108, when he even got his own cover, King Ezekiel has become one of the more compelling new(-ish) characters in the comic book series. Here we present his key moments, words and actions to date.

WORDS: Rich Matthews

### HIS FIRST APPEARANCE

The cover of issue 108 tells you everything you need to know – Ezekiel, eyes lowered, white dreads hanging regally around his shoulders, laconically sits on a throne, his scepter in hand and – most strikingly – a tiger lurks behind him making eye contact with the reader. It's a striking image, second only to Michonne's introduction in terms of its impact. A lot of the image's power undeniably comes from Shiva, Ezekiel's 'pet' tiger – a totem of strength, power and command if ever there was one. The tiger is even named after the Hindu god of destruction.

It's the ever-present threat Shiva represents that allows Ezekiel to strike such a benevolent, even charming pose while

maintaining authority as he rules over The Kingdom. He's an ambiguous character in this issue – seemingly benign towards Rick and the other survivors, but potentially also a little crazy and perhaps not the most trustworthy of allies. But, as the saying goes, the enemy of my enemy is my friend. To put an end to

Negan's tyranny, Rick had to ally himself with others, and so an accord was drawn.

Ezekiel closed out his first issue facing a dilemma – should he, Rick and Jesus trust that Dwight wasn't still working for Negan? – but The Kingdom's ruler was still an unknown quantity himself.







## A MAN'S BEST FRIEND

Former zookeeper Ezekiel had known his Bengal tiger Shiva since birth, as she was born in captivity, presumably at the zoo where he once worked. Ezekiel nursed Shiva when she was wounded, and this formed a strong bond between them. She actually attacked him, but he didn't report it, thus saving her from being put to sleep, further strengthening their connection, and this rapport between them prospered after the apocalypse.

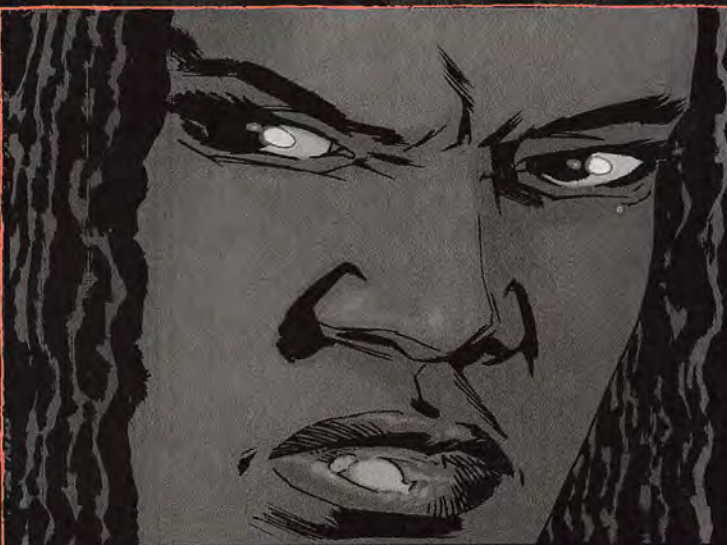
As well as her more obvious assets – strength, speed and ferocity – Shiva was fiercely loyal to Ezekiel. This was aided by the fact that she could eat zombie flesh without becoming



sick (as Ezekiel informed Michonne after the battle of the Sanctuary) thanks to a tiger's ability to consume carrion, which meant she didn't (always) look on living humans as a potential meal. Ezekiel did keep her chained and she did sleep in a cage, but their affinity was very real, with Shiva fighting alongside Ezekiel against the Saviors. As it happened, Shiva was a key factor in Negan's forces being kept out of the Alexandria Safe-Zone.

**“SHIVA ABHORS VIOLENCE. AS DO I.”**  
**EZEKIEL**





IF YOU'RE REALLY THIS MUCH OF A PUSSY, DO WHAT YOU DO BEST...

...ACT LIKE YOU AREN'T.

## EZEKIEL FACT FILE

**NAME:** Ezekiel

**AGE:** Approximately 50

**JOB:** Zookeeper (pre-apocalypse), Leader of The Kingdom (post-apocalypse)

**FAMILY:** Unknown

**RELATIONSHIPS POST-APOCALYPSE:**

Michonne (lover)

**LIKES:** Shiva, Michonne, Richard, Rick, Jesus (possibly in that order!). Also animals, pacifism, community, the chivalric code

**DISLIKES:** Violence, tyrants

**FIRST APPEARANCE:** Issue 108

**CURRENT STATUS:** Presumed alive (last seen in issue 126)

## DREADLOCKED LOVERS

Even though Michonne isn't a big fan of authority figures, Ezekiel eventually won her over with sheer charm and good will, as well as a bit of flirty swordplay. There's no denying it takes a ballsy man to flirt with an alpha survivor like Michonne.

He eventually trusted her enough to talk to her as himself, rather than as the larger-than-life ruler of The Kingdom, a persona he adopted when he became 'King.' However, Michonne has always responded best to strength. When Ezekiel broke down over the death of Shiva their relationship became more strained, with Michonne calling him – rather ironically given the loss of his feline companion – a “pussy.”

“YOU SEEM LIKE SOMEONE I CAN TRUST. MIGHT HAVE SOMETHING TO DO WITH HOW DAMN CUTE YOU ARE.” EZEKIEL TO MICHONNE



## A MAN'S OTHER BEST FRIEND

Ezekiel's head of security, Richard, was his most trusted human companion from The Kingdom. While little of the two men's shared past has been revealed, the depth of feeling between them was clearly evident when Richard was mortally wounded in battle against the Saviors. Ezekiel rushed to his side and tried to reassure him, only for Richard to die in his arms. Ezekiel wept, later revealing to Michonne that he truly regretted not being able to save his friend (issue 119).



“HOLD ON! YOU'RE GOING TO MAKE IT!” EZEKIEL TO A DYING RICHARD





**"I CROWNED MYSELF KING OF THIS KINGDOM IN ORDER TO MAKE THE LIVES OF MY PEOPLE AS GOOD AS THEY CAN BE." EZEKIEL ON LEADERSHIP**

## LEARNING TO RULE

One thing that *The Walking Dead* fans have learned to be wary of is people who assume positions of power in the post-apocalyptic order. Whether it's Negan, the Governor or even the cowardly Gregory, there are too many examples of people exploiting humanity's desperate living conditions to seize control of a group for their own ends. Even if they initially accepted the role

grudgingly – as with Rick – power can corrupt even the most honest individuals. On his first encounter with Rick and the others, Ezekiel hardly inspired confidence in them with his bizarre trappings of royalty and regal manner.

However, he may have been deluded and self-important, but Ezekiel's methods and results did seem to be effective and in the best interests of The Kingdom and its inhabitants. Not only did he reject a truce with the Saviors when he learned of their protection racket against the other members of the trade network (including Hilltop), but when an alliance with Alexandria presented itself, he did the right thing and accepted it. After initially only offering advice, the King soon put his money where his mouth was by saving many of the Alexandria survivors from their common enemy the Saviors, including Rick himself. Ezekiel eventually revealed to Michonne, in the aftermath of the attack on the Sanctuary, that the people of The Kingdom were the first real family he'd ever had.

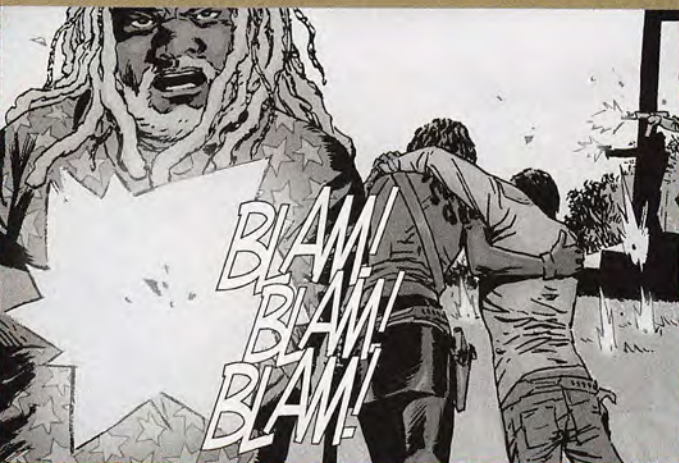


**"THE DAY HAS FINALLY COME TO RIGHT THE WRONGS THAT HAVE BEFALLEEN SO MANY PEOPLE UNDER THIS TYRANT." EZEKIEL ALLIES WITH RICK**

## HIS FINEST HOUR

Freedom and survival are what matters in war. With the trappings of civilized society stripped away, even Ezekiel recognized that he couldn't avoid violence forever.

Without Ezekiel, the Alexandria and Hilltop settlements would surely have been taken by the Saviors. Just at the moment that his oft-protested pacifism looked likely to undermine the efforts of the combined forces against Negan's group, Ezekiel rose from the ashes of his grief over his lost comrades to join them at Hilltop. His finest moments came when the Saviors rammed the Hilltop gates and Ezekiel fought side-by-side with his lover, Michonne, determined to end the bloodshed, but not at the cost of enslavement to the Saviors. True to his principles, once the day was won, Ezekiel returned with his people to The Kingdom – now with Michonne at his side, a new 'tiger' replacing his partner of old.







I'D LOST SIGHT OF HER IN THE BATTLE. SHE'D TAKEN A FEW MEN OUT-- I THOUGHT SHE WAS PREOCCUPIED WITH THEM.

MAYBE SHE WENT TO FIND ME? MAYBE SHE WAS JUST DRAWN TO THE NOISE.

## HIS GREATEST SPEECH

"I wish she'd been content. I wish she'd not come after me. There were so many. We were surrounded. But I was able to get away. I turned to call her to me... so we could leave... get away before she was swarmed. She knew there were too many, she knew I'd never get away otherwise. There was no other way. No other way for me to live... I wish I'd died in that field. Coming back here... After losing so many men, I feel embarrassed... ashamed. Things would have been so much better if I had died... My people would see my death as a heroic sacrifice... They'd never have to see me... like this... But most of all, I wouldn't have lost Shiva." Ezekiel offers a eulogy to his feline friend.



I WISH SHE'D BEEN CONTENT. I WISH SHE'D NOT COME AFTER ME.

## HIS DARKEST HOUR

While initially a source of some controversy for many readers, by the time of her death in issue 118 during 'All Out War, Part One,' the loss of Shiva was significant. In her 10 issues, she had, in many ways, come to encapsulate many of *The Walking Dead's* themes of survival and rebirth in the new world, and it was hard to imagine Ezekiel without her at his side.

Shiva's death showed once and for all that her loyalty to her master went beyond simply following his vocal commands, with Ezekiel being saved from an attacking horde of walkers by

his beloved pet. She was overwhelmed by their numbers and made the ultimate sacrifice for Ezekiel. In saving him, Shiva essentially saved The Kingdom from disintegration – that alone is a significant legacy. For his part, Ezekiel truly believed that she was cognizant of the odds against her when she took on the walker herd.

Shiva may have been killed, but Ezekiel retained the kingly principles he'd always tried to exhibit to others. •



I CAN'T DO THIS ANYMORE... I CAN'T LEAD... I CAN'T GO OUT THERE... I JUST CAN'T...

I LEAD THEM TO THE SLAUGHTER... IT WAS MY FAULT...

...AND I CAN'T EVER TAKE THAT BACK... IT... IT CAN'T EVER BE UNDONE...

I DON'T... I DON'T...



# THE JOY OF SETS

With the release of season four of AMC's *The Walking Dead*, Anchor Bay has put together an attractive array of retail exclusives for its DVD and Blu-ray sets...

## REVIEW

### AMC'S *THE WALKING DEAD* SEASON FOUR DVD & BLU-RAY SETS

**Company:** Anchor Bay (US)

**Ages:** Not Rated (US)

**Released:** Out Now

**RRP:** DVD \$69.98, Blu-ray \$79.99, Limited Edition Blu-ray \$129.99, Walmart Exclusive Limited Edition Prison Key Blu-ray \$89.99

**T**hey've done it again! Not only has Anchor Bay released season four of AMC's *The Walking Dead* on DVD and Blu-ray in several different eye-catching designs for its retail partners, but it's also created one of the most attractive limited edition Blu-ray sets of the year.

As showcased last issue, the limited edition adds that little extra dimension to make it a highly desirable set. Modeled by McFarlane Toys, the set is enclosed in a model of the Tree Walker that Hershel and Carl discovered in the episode 'Isolation.' It's a brilliant build that really captures the grimy details of the mossy walker, and it has one very cool and unexpected added feature – it moves when you remove or insert the discs – perfect for scaring off potential disc thieves. It also comes with a raft of



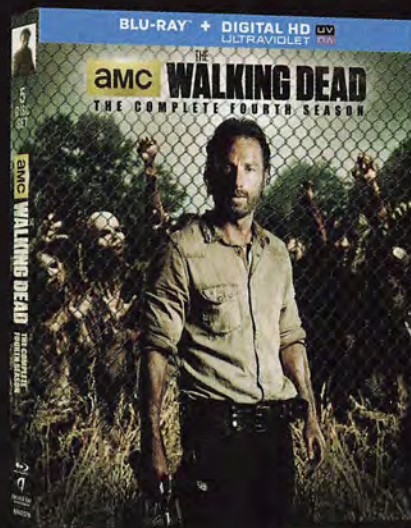
Walmart Limited Editions



Target Steelbook

special features, from behind-the-scenes featurettes to episode commentaries from cast and crew – all Blu-ray sets also include two extras not featured in the DVD editions: extended versions of the episodes 'After' and 'The Grove.'

While the Tree Walker set is highly collectible, it's not the only limited edition Anchor Bay has on offer. Available only at Walmart is an exclusive Blu-ray set (which includes a Digital HD version with Ultraviolet) that comes with not only a replica of a West Georgia Prison Key, modeled in heavy metal and based on the props used in the show, but also a soundtrack of the season's beloved music. These sets are limited in number, so if you can't get hold of one,



Best Buy Lenticular



Generic releases

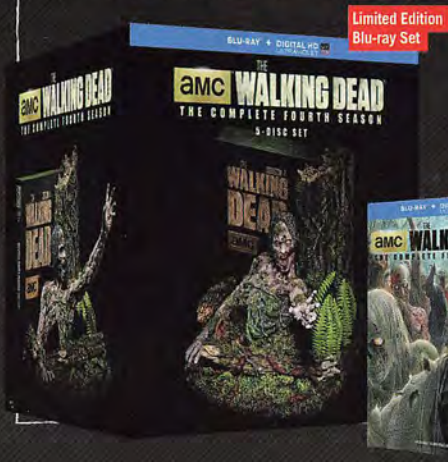
Walmart is also carrying the standard DVD and Blu-ray sets with the added bonus of a soundtrack disc.

Target has an exclusive version of its own. Its Steelbook Blu-ray set features the mid-season key art of Rick and Carl escaping the prison along the train tracks, which has that lovely metallic shine you only get with a Steelbook tin. This also includes a Digital HD version with Ultraviolet.

Meanwhile, if you are a fan of lenticular covers – those cool sleeves that give the illusion of a 3D effect – then head on over to Best Buy. Featuring Rick Grimes in front of a fence full of walkers, this Blu-ray set also includes Digital HD with Ultraviolet.

With such a heady choice of versions of season four on offer, which one will you choose? •

The generic DVD, Blu-ray and Limited Edition Blu-ray sets (exclusive to Amazon.co.uk) are also available in the UK from eOne from September 29, certificate 18.



Limited Edition Blu-ray Set





# BODY PARTS

THE WALKING DEAD PRODUCT PREVIEWS & REVIEWS...



## REVIEW

### THE WALKING DEAD: THE GAME – SEASON TWO, EPISODE THREE, 'IN HARM'S WAY,' & FOUR, 'AMID THE RUINS'

**Developer:** Telltale Games

**Formats:** Xbox Live, PlayStation Network, PC, Mac, Steam, iOS6

**Release date:** Out now

**Age rating:** M for Mature (US), 18 (UK)

**RRP:** Per episode \$4.99 (US), £3.99 (UK); Season pass \$19.99 (XBL/PSN), \$24.99 (PC/Mac)



**A**lthough *TWDM* has been espousing the brilliance of Telltale Games' *The Walking Dead* video game series since it first launched, we've been a little reticent to state whether we feel season two has been able to match the immersion of the series' multi award-winning debut season.

We've enjoyed playing it, and there have been some very tense moments, but, in truth, we've missed playing as Lee and found the moral challenges less emotionally charged than its predecessor.

Well, no more. Season two's third and fourth episodes, entitled 'In Harm's

Way' and 'Amid The Ruins,' have been true game-changers and we're now fully engrossed and invested in the story and the characters, both new and familiar. Events in these two episodes left us as open-jawed and wide-eyed as anything that had happened in the previous season. The fact



that we were left questioning our moral fibers is illustrative of how good this game is at illuminating those dark corners of our minds that we don't always like to explore.

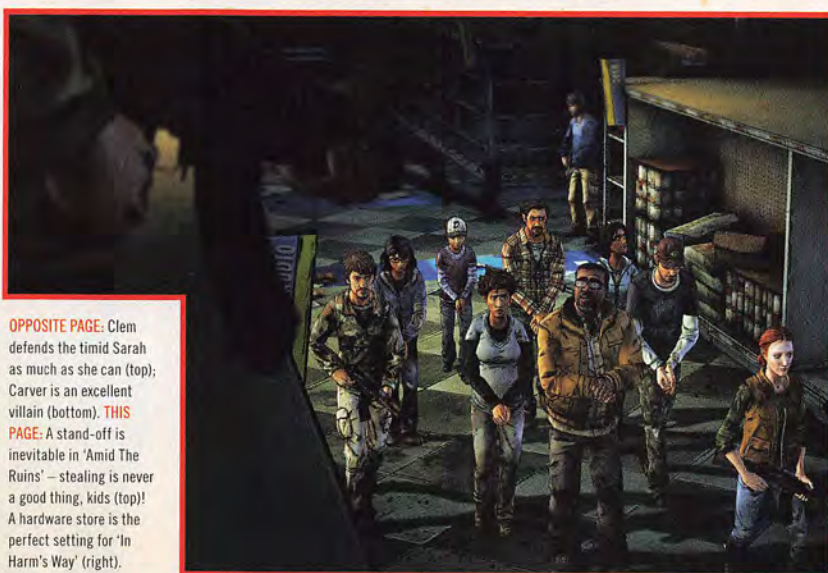
As always, we'll try to keep the finer details of the storyline to a minimum – we don't want to spoil the experience for anyone – but inevitably we'll have to reveal some plot points, so if you want to remain spoiler-free, stop reading now.

'In Harm's Way' picks up the story immediately after the confrontation at the ski lodge in episode two, 'A House Divided,' with Clementine's depleted group captured by the sinister Carver, voiced by Michael Madsen. Carver is a character reminiscent of the comic's the Governor – he runs a walled-in community (based in a giant hardware store) with an iron fist, punishing anyone who doesn't fall into line or meet his high standards.

The main focus is escape, with Clementine spending most of her time trying to discover a way to leave the compound with her new friends while hampering the brutal Carver enough to stop him recapturing them. Some of the choices presented to the player are truly inspired and will leave you rubbing your temples desperately in search of inspiration while the decision timer quickly runs out. In most cases, there are no wrong or right answers, just moral decisions over the lesser of two, or three or four evils, although it is possible to choose a more selfless or selfish route. One decision towards the end of this episode – deciding whether Clem should watch or not watch a certain event (you'll know what we mean when you get to it) – really feels like you're making a life-changing decision for our young protagonist.

A quick note on the voice-acting in this episode: it really is excellent throughout. The return of the hot-tempered Kenny from the first season is a highlight (God, we've missed him!), and reuniting him with Clementine provides moments of both pleasure and horror, perfectly acted out by Melissa Hutchison and Gavin Hammon. Madsen makes a fine villain of the piece too, with that raspy timbre of a voice adding both depth and ferocity.

We also get to find out what happened to a few of the survivors from *400 Days*, who are now part of Carver's group, which nicely ties both seasons together, both in narrative and tone. Because that's what makes *The Walking Dead* video game so thrilling to play – it manages to balance



**OPPOSITE PAGE:** Clem defends the timid Sarah as much as she can (top); Carver is an excellent villain (bottom). **THIS PAGE:** A stand-off is inevitable in 'Amid The Ruins' – stealing is never a good thing, kids (top)! A hardware store is the perfect setting for 'In Harm's Way' (right).

strong storytelling with emotive gameplay – and this episode really embodies that.

But, if 'In Harm's Way' was excellent, then 'Amid The Ruins' reaches even greater heights. We always delay playing new episodes for a few days after launch, because we know just how emotionally draining they're going to be. We never dip in and out of this game, once we start playing an episode we go all in until the last bittersweet moment. By the time we reached the end of 'Amid The Ruins,' we felt like our emotional core had gone 12 rounds with Wladimir Klitschko.

This episode follows the events after the escape from Carver's clutches as the battered survivors regroup and prepare for the birth of Rebecca's child. Again, we won't go into too much story detail, but as well as adding in a little more action, 'Amid

The Ruins' tested our morality more than any other episode this season. As the story builds to a finale, inevitably characters are going to be killed off, but having to choose between who lives and who dies – especially if you've fought so hard to save everyone – is simply heartbreaking. We also made a terrible decision at the end of the episode – along with 44 per cent of other gamers, we noticed – which we did on impulse and we know will have dire repercussions for the final part.

Telltale Games' *The Walking Dead* is not about gung-ho action, it's a dense, cogent morality play, which seriously tests your mettle. The first season won upwards of 90 games awards, and if these last two episodes are anything to go by, then season two should prove just as much a winner. •

**Review: Toby Weidmann**



## BODY PARTS



## REVIEW

### THE WALKING DEAD SERIES SIX ACTION FIGURES

Company: McFarlane Toys

Age: 13+

Released: Late October/Early November tbc

RRP: \$14.99 each

**W**e here at *TWDM* get very excited by some of the stuff we preview for the magazine, but one of things we most look forward to are action figures, because who are we kidding? You're never too old to play with toys...

McFarlane Toys is releasing its latest series of figures inspired by the AMC show, and they are as eye-catching as ever. This time we've got Rick Grimes (in season four garb), Abraham Ford, Hershel Greene, Carol Peletier, the Governor and the rather memorable Bungee Guts Walker from the episode '30 Days Without An Accident.' The sheer detail on these figures continues to impress, with McFarlane employing a 3D scanning process to capture the exact likenesses of the actors. The figures are all highly articulated, so they don't have to be just shelf warmers, they're ready for action.

The Rick, Carol and Abraham figures come with a selection of guns and knives, and in the case of Rick a machete and D-rings too. Hershel and the Governor come with accessories that more reflect their bodily mishaps in the series, with

Hershel coming with an amputated leg and a prosthetic leg; and interchangeable heads – one with bandage, one with eye patch – for the Governor.

The Bungee Guts Walker may just be the grisly masterpiece of the set though. AMC's *The Walking Dead* has offered up many creative takes on the undead, but just when you think you've seen it all, they bring out this guy. McFarlane Toys' figure is a spectacularly gory tribute that has removable intestines and the unique ability to hang from its grusome guts.

So whether you're a collector, or just want to act out your own episodes, this detailed set must be high up on your Christmas wishlist. We can't wait to get our hands on them! •

Preview: Louisa Owen



# HALLOWEEN TREATS

With Halloween fast approaching, it's time to sort out your costume for the big night. Here are a few ideas...

**D**ressing up like a zombie has always been a popular choice for this time of year, but since AMC's *The Walking Dead* gracefully lurched into our lives, never before have there been so many options for embodying the undead. So if that's your plan this Halloween, here are a few of the specialists who have you covered...

## TRICK OR TREAT STUDIOS

If full head masks based on some of the grislier walkers encountered in the series are your thing, then Trick Or Treat is the place to go. Among the vast range are such masks as the classic Deer Walker and RV Walker. It also stocks masks that are cheaper but no less gruesome as illustrated by its Jawless Walker. If you're looking for more of a full-body experience, you can also pick up a Walker Chest Piece complete with rotting ribs and chest cavity. And for DIY enthusiasts, there are walker makeup kits, and bites and cuts appliance kits.

For the full range, visit: [www.trickortreatstudios.com](http://www.trickortreatstudios.com)



## SPIRIT HALLOWEEN

For those who want to remain in the land of the living, Spirit Halloween supplies a Rick Grimes police uniform, Daryl's signature vest, and a Michonne cloak (an online exclusive), among others. Then there's the Bunny Slipper Walker outfit for gorier fans. Spirit Halloween also dabbles in walker masks, with the Jawless Walker and Tree Walker both available. These one-of-a-kind, exclusive masks were designed by the show's executive producer and special effects makeup guru, Greg Nicotero.

See the full range: [www.spirithalloween.com](http://www.spirithalloween.com)

## PISTON CLOTHING

Piston offers a rather fine collection of high-end items, which include Daryl's waistcoat, in both real and faux leather, with added blood splatter, so you can really look fresh from the fight. Also available are a mechanic jacket with an embroidered AMC's *The Walking Dead* logo on the front and screen print on the back, or one featuring the Daryl wings. Both come with or without quilted lining.

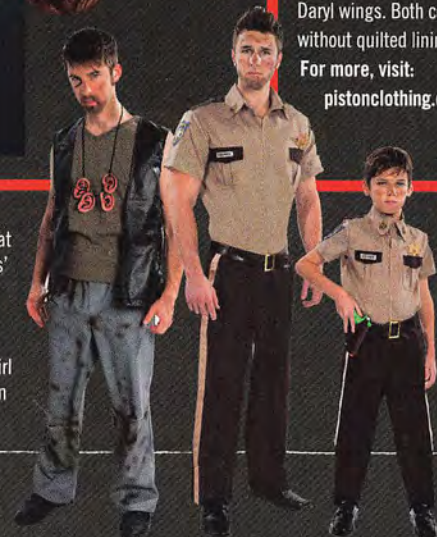
For more, visit:

[pistonclothing.com](http://pistonclothing.com)



## PALAMON

If you need more choices, Palamon also has a great range, offering Rick Grimes (in both men and boys' sizes), Daryl Dixon, and Zombie Girl (for women) costumes. All are available in select US Walmart stores, with the Rick Grimes' outfits available in limited quantities on Walmart.com. The Zombie Girl (medium) and Rick (large) costumes are on sale in select Canada stores, too.



All items can also be purchased here:  
[ShopTheWalkingDead.com](http://ShopTheWalkingDead.com)



# DEAD NOTES

**WRITE US...** EMAIL: [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com)

TWITTER: @WalkingDeadMag FACEBOOK: Search 'WalkingDeadMag'

MAIL (US): The Walking Dead Magazine, 2819 Rosehall Lane, Aurora, IL 60503, USA

MAIL (UK): The Walking Dead Magazine, 144 Southwark Street, London SE1 0UP, UK

**FREE WALKING DEAD GOODIES! BEST LETTER WINS A PRIZE!**

SUPPORTED BY St. Martin's Press, [WalkingDeadMag.com](http://WalkingDeadMag.com) St. Martin's Press

**W**elcome to our letters pages. Here's your opportunity to tell us exactly what you think about *The Walking Dead*. Perhaps you have a question you'd like us to answer. Or you may want to send us your photos or fan art. We can't print every letter, but we'll try our damndest and there's a cool prize up for grabs for the best letter. This issue, we have a copy of Thomas Dunne Books' new *The Walking Dead* novel, *Descent*. Send your *Walking Dead* correspondence to [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com), with 'Dead Notes' in the subject line.

Hello *The Walking Dead* Magazine! I'm a latecomer to the show and comic, but I've been catching up pretty fast. I just can't get over how much these characters have gone through – it's such a detailed universe, it's hard to see how it will all end.

I was just curious, has Robert Kirkman ever revealed anything about surviving characters and the like?

**Tara Jones, Pittsburgh, PA**

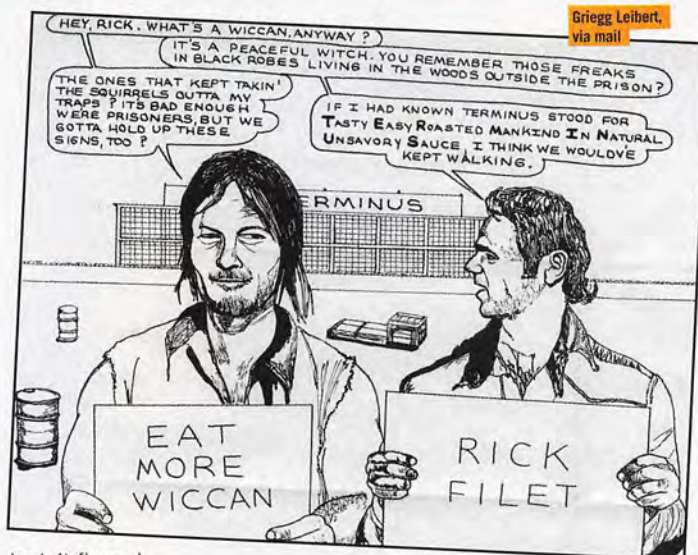
Ah, the old when and how will it end question. There's no need to worry, while Mr Kirkman is not giving too much away, one thing he's been sure to mention is the comic series has a lot of life left in it – he's suggested it could run for another 10 years. He does know how it will end, and which characters are likely to make it (and which ones will bite the dust), but he's also said he needs time to make it work, and to make sure all the fans aren't disappointed. We have to say, with the recent jump forwards in time in the comics (see our feature this issue – ed.), we're really excited to see what kind of civilization he's going to leave us with.

As for AMC's TV show, current showrunner Scott M

Gimple told Larry King on his titular interview show that he knows the TV show will have a fixed shelf life, but he doesn't know how long that will be. As long as the cast and crew are happy making it, and AMC is getting the ratings, it could last for many more seasons.

I want to start by saying your magazine is perfect and I've only got one but I plan on getting the next one (I have *TWDM* marked on my calendar). Anyway, I was reading issue eight's 'Dead Notes,' and came across Lowen Morrison's email saying you should add posters, and I agree.

In response to Lowen's email, you guys said "*TWDM* is not a stapled mag, meaning a double-page poster is impossible." However, adding a poster into a perfect bound magazine is not impossible. The collector editions of *US* magazines are also bound the same way, but they have posters you can tear out like you would in a notebook or coloring book, if you know what I mean. Check one out and see. I just thought I would inform you of this in case you



Griegg Leibert, via mail

hadn't figured it out.

Keep up the great work, guys!

**Rosie Willmer, via email**

Perfect? Oh shucks, Rosie, you've got us all blushing. Glad you're such a fan.

Now about these posters – we've had a few requests, and we are more than happy to oblige if the demand is there – but as we said to Lowen, a poster in the inside of the mag would mean less room for editorial content. We do know what you mean about adding a page 'pin-up' style poster – and, as you say, it is possible in a perfect bound mag (ie, one that isn't stapled) – and we've also been considering adding a separate giant poster to the mag (which would mean bagging the mag), so don't worry, we're not ruling it out. There are a few legal issues with the latter, to do with licensing (we won't bore you with the details), but it's something we're looking into doing. Bear with us!

Love *The Walking Dead* Magazine! Here's my take on episode one of season five.

**Griegg Leibert, via mail**

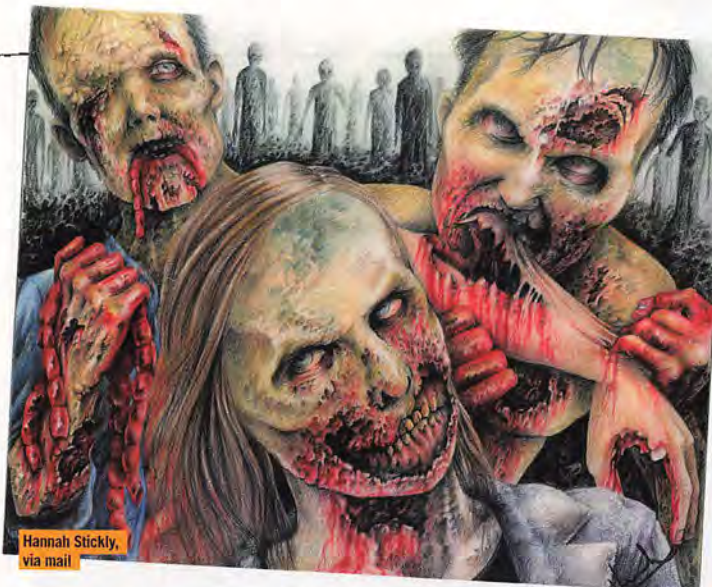
PS Just kidding!

"Rick filet?" Brings a whole new meaning to the term 'brain food' there, Griegg. You seem pretty sure of what the inhabitants of Terminus have



Jeremy Dyer, via email





Hannah Stickly,  
via mail

*in store for our survivors. Do you all think things are going to get slightly hot under the collar for Rick and the others? Also, one question, Griegg, why would they use unsavory sauce? If you're gonna do a BBQ, do it right!*

Hello there, Deadies! I've seen so much talent in these 'Dead Notes' articles. So much variation too. Here's to more great issues, episodes, and comic book greatness.

**Jeremy Dyer, via email**

*Hear, hear! We get some really awesome pics and letters from you guys, and it may sound cheesy, but gosh darn it, we're gonna say it anyway, it really does make the work of putting this whole thing together worthwhile. So, keep it coming, folks! And nice Rick pic, Jeremy.*

I just wanted to say how great I think *The Walking Dead* is for female viewers and readers. It's been a while since I've read a comic that has so many strong female characters in it, and I love that the TV show has replicated that. In most post-apocalyptic worlds, the creators still find a way to overly sexualize women, but there are so many examples of badass women in *The Walking Dead* –

let's not even get started on how awesome Andrea and Michonne are in the comic book, and Michonne, Maggie, Beth and Carol are in the TV show. They are all great role models for women.

Keep up the good work!

**Sam Howell, NY**

*Howdy, Sam! Very true – don't know about you, but we here at TWDM would gladly travail the dangers of a zombie apocalypse with Michonne, Maggie and/or Carol. We'd probably feel safer with them than with some of the men, in truth. The development of the female characters has been amazing in both the comic and TV show, just to look at how far Carol has come – whether you agree or not with some of her decisions – is astonishing. Kirkman certainly seems to understand that women can take care of themselves, and that they don't always have to be the 'fairer sex.'*

Hi! I wanted to share a piece of artwork that was inspired by your magazine. The zombies came from issue two, pages 45 and 47. I did it all in colored pencils and it took about a month to complete. Hopefully, you guys will like it, and I'll be lucky enough to see it grace the pages of your magazine.

Keep up the great work, and thanks for the inspiration!

**Hannah Stickly, via mail**

*You guys really aren't shy about exploring the grislier side of things are you? Zombies eating zombies – who knew the undead could reach a new low? What we really like about this are the creepy shadows of walkers in the background – ominous. Glad we could inspire you, Hannah. Keep up the good work!*

So what do you guys think of Robert Kirkman's new comic *Outcast*? I think it's good – I mean, I've only read the first issue, but it's really quite dark and broody. I'm excited to see where it's all going.

It's great to see Kirkman coming up with such great new ideas, but I do have some concerns. Perhaps I'm being silly but is anyone else worried at all about what it might mean for *The Walking Dead*? If his focus is on *Outcast*, do you think he might neglect it? To keep a comic going for as long as *The Walking Dead* has been running, you need lots of great ideas. I just worry he won't be pushing the boat out as much because he's got this new project to get off the ground.

**Jacob Ward, UK**

*Like you, we've only read the first couple of issues of Outcast and so far we are liking what we're seeing. As for your concern, we think you shouldn't worry too much. Many comic book writers have several projects ongoing at the same time and it's not had a detrimental affect on the quality of story or content. Remember, he's also written the likes of Invincible and Thief Of Thieves, and numerous*

*other projects, while penning The Walking Dead in the past.*

*Working on the TV show has helped him prepare a little better, planning out storylines in advance and so on, so that also points to The Walking Dead not suffering. If anyone can do it, it's Kirkman. He's said that there are similarities in theme between the two, so maybe writing Outcast will inspire some new ideas for The Walking Dead, too.*

*For winning our 'Letter of the Issue,' we're sending you a copy of the new novel Robert Kirkman's The Walking Dead: Descent. Congratulations!*



Guys – I LOVE this magazine so much. I so greatly look forward to getting it delivered to my doorstep. I've even purchased it in the store because I spotted it there before it was delivered to my house. My question is this though: as a subscriber, shouldn't we get the magazine a few days before it hits the stands? It's so upsetting seeing it in the stores and not having it in my hands. Subscriptions are pretty expensive. I'd be happy with a day or two early. Anyway, I do love your magazine. I'm sure its popularity might lead to some delays. It's a shame that I have to say something negative about such a great publication. I've been a subscriber since issue one and this has always been a problem. Something is clearly askew...

**Jake Caldiero, via Facebook**

*Hi Jake. We honestly share your frustration and you aren't alone. We put a lot of effort into creating this mag and it's very disheartening that some of our subscribers aren't getting the mag delivered on time, which should be a few days before the street date. We should say most*



## DEAD NOTES

of our subscribers do receive the issue on time – and they are all posted out at the same time – but there are an unlucky few whose issues seem to get delayed in the mail. We are looking into this problem and trying to find ways to resolve it. In the meantime, please accept our sincere apologies for the wait.

Finally, we received a few images from Teresa Liening, from Hamburg, showing a prison diorama and a model of Daryl's crossbow which she seems to have created from scratch. There was no note with this one, but we thought they were really cool, so have featured them here for your delectation.



## DRAWN OF THE DEAD

Some more fan art that has been sent our way. Great work, peeps. Keep them coming!



▲ Shaun Stroup,  
California

▲ Brent Leopold,  
via email

▲ Brandon Harmon,  
via email

▲ Zanna Griffiths,  
via email



▲ Mattia De Iullis,  
via email





# DEADLY DESCENT!

BE AMONG THE FIRST TO READ THE NEW ROBERT KIRKMAN'S *THE WALKING DEAD* NOVEL, *DESCENT*, IN OUR EXCLUSIVE SWEEPSTAKE FOR SIGNED COPIES!

WIN!  
WIN!  
WIN!

**Y**ou've read *TWDM*'s interview with author Jay Bonansinga (see page 66), now be one of the first people to read an exciting new

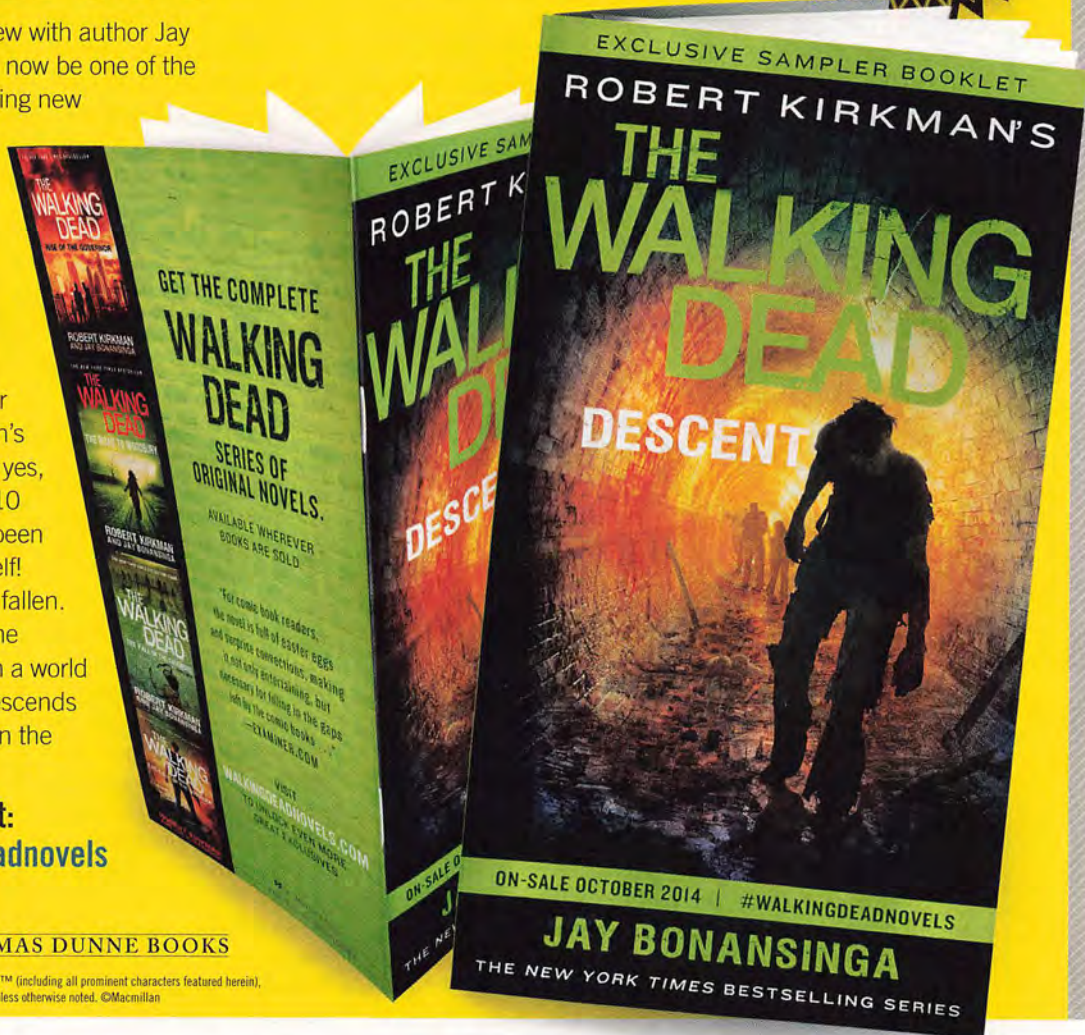
chapter in the *New York Times* Bestsellers *The Walking Dead* novel range (which includes *Rise Of The Governor*, *The Road To Woodbury*, and *The Fall Of The Governor*, Books 1 and 2). Ten lucky readers have the chance to win an exclusive booklet featuring the first chapter of *Descent*, courtesy of St. Martin's Press. Sounds good, right? Well, yes, but we had to go one better: all 10 of these sampler booklets have been signed by Robert Kirkman himself!

In *Descent*, the Governor has fallen. Now Woodbury must rise from the ashes. But how do you rebuild in a world gone to ruin? As a super-herd descends on the town, the survivors take on the ultimate threat.

For more information, visit:  
[Facebook.com/walkingdeadnovels](https://www.facebook.com/walkingdeadnovels)  
[Walkingdeadnovels.com](http://Walkingdeadnovels.com)

St. Martin's Press THOMAS DUNNE BOOKS

Copyright © 2014 Robert Kirkman. All rights reserved. THE WALKING DEAD™ (including all prominent characters featured herein), its logo and all character likenesses are trademarks of Robert Kirkman, unless otherwise noted. ©Macmillan



FOR YOUR CHANCE TO WIN THIS STUNNING PRIZE JUST ANSWER THE QUESTION BELOW:

## WHAT IS MS CAUL'S FIRST NAME?

A. LILLY B. ROSE C. VIOLET

**PLEASE NOTE:** This competition is open to US and Canadian readers only.

ENTER  
ONLINE AT  
[www.titanmagazines.com/thewalkingdead](http://www.titanmagazines.com/thewalkingdead),  
or send your name,  
address, email, age and  
answer to 'Descent Novel  
Competition'  
*The Walking Dead*  
Magazine #10, 2819  
Rosehall Lane,  
Aurora IL 60503

#### TERMS & CONDITIONS:

NO PURCHASE NECESSARY. A PURCHASE WILL NOT IMPROVE CHANCES OF WINNING. MANY WILL ENTER, FEW WILL WIN. The sweepstakes is open only to legal residents of the US (except in the state of Florida and Puerto Rico and where otherwise prohibited by law or regulation) who are at least 13 years of age, or with parental or guardian consent. Void where prohibited. Entries must be received by midnight (PST) on 21/11/14.

Winners will be selected by a random drawing on or around 21/11/14 from all eligible entries received, odds of winning dependent on number of eligible entries received. Titan Publishing Group is the recognized promoter of these sweepstakes. No employee of Titan Publishing Group, AMC, Skybound, or participating companies, are allowed to enter these sweepstakes. The editor's decision is final and no correspondence will be entered into. Full T&Cs available at: [www.titanmagazines.com/thewalkingdead](http://www.titanmagazines.com/thewalkingdead)



# FAN FOCUS

To take part in our search for the number one *Walking Dead* fan, just answer the questions below and send them to [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com). Please send a large photo of yourself (if it's too small, we can't print it). Also please include your full address (don't worry, we won't print it), so we can send out your prize!

Once more, we dip into our bulging mailbag to pick out a worthy nominee for the title of Biggest *Walking Dead* Fan. This issue's Fan Focus subject has a truly enviable collection of *Walking Dead* merch and a zombie tattoo to boot. Think you're a bigger fan than Raymond here? Just answer the questions below and send them, along with a photo of yourself, to [walkingdeadmail@titanemail.com](mailto:walkingdeadmail@titanemail.com). There is a prize for each issue's winning entrant – this issue, it's a Robert Kirkman-signed copy of our limited edition San Diego Comic-Con 2013 cover variant of *TWDM* Issue #5.



**NAME:** Raymond Mateus **AGE:** 30  
**FROM:** Toronto, Canada

**How did you first hear about *The Walking Dead*?**

I'm a support worker and a few years ago I had a client that I had to watch at school. I heard there was this new comic out and I had a lot of time to kill so I bought the first TPB, and read it in a few hours. I was hooked. The next day I went out and bought all the ones available.

**In what ways has *The Walking Dead* affected your life?**

I have always been obsessed with zombies. Before *The Walking Dead* there wasn't much stuff out there, but when the comic hit, it was everywhere. I suddenly had a plethora of zombie merch to collect.

**What's been your favorite *The Walking Dead* moment so far?**

It's a tie between three. The first

is the confrontation between Rick and the two guys in the episode 'Nebraska' – that was intense and the music fit perfectly. The second is with the Governor in the apartment (I had a 'geek out' moment when I realized some of that was based on the novel). Lastly and possibly the winner, the scene when Rick wakes up from the coma and starts walking around. I knew then this was gonna be something special.

**Who is your favorite character and why?**

If I had answered this back in season two my answer would have been very different, but right now I have to say Carl. At first, he was really whiny and always getting into trouble, but recently he's really grown up and taken charge. He's become

a valuable part of the team, both in the TV show and comic.

**How big a fan are you?**

Oh man, that is a loaded question! I can't even count how much money I have put into this franchise. I've got all three seasons to date, both digitally as well as collector's editions (RV Zombie and Aquarium); quite a few of the comics, including all of the #100 issues; the poster book; a few full-size posters; a *Walking Dead* blanket;

a lot of figures; statues; the novels; the theme song is my ring-tone; and I paid a local artist to draw a cover on my 109 blank (pictured above).

I was also fortunate enough to meet Michael Rooker, Jon Bernthal, Steven Yeun, Norman Reedus, as well as Tony Moore (the original artist on the comic) a bunch of times. Oh and there's my awesome Tony Moore zombie tattoo. It's a little bit insane. I could go on...

**How many friends have you converted into fans?**

Pretty much everybody I know because I am constantly talking about it. Some of my friends thought it sounded cool and checked it out, others watched it just to shut me up. They're all still watching it though, and we all call each other after each episode to talk about it. It's my girlfriend's favorite show now.



**What is the most prized piece of *Walking Dead* merch you own?**

Oh man, that's a hard one! I love everything I have. I don't know if it counts, but probably the pictures I've taken with the cast members I've met, especially Norman Reedus. He was the nicest guy – when I asked for a picture he gladly came round the table, put his arm around me, and even took my camera from me and took the picture himself. When it didn't turn out right, he took about five more. If I had to go with a physical thing though, it's definitely my *Walking Dead* 109 cover drawn for me by local artist, Vince Sunico. [We hope your new Robert Kirkman-signed copy of issue #5 of *TWDM* will rank up there, too – ed.]

**Anything else you want to say?**

I love this magazine! It's a great read but it is really hard to find here in Canada. I'm going to get a subscription, but it would be great if more people would catch on to it here. Oh and one last thing: it would be awesome if you guys could put a poster or two in the magazine. That would be really cool! •



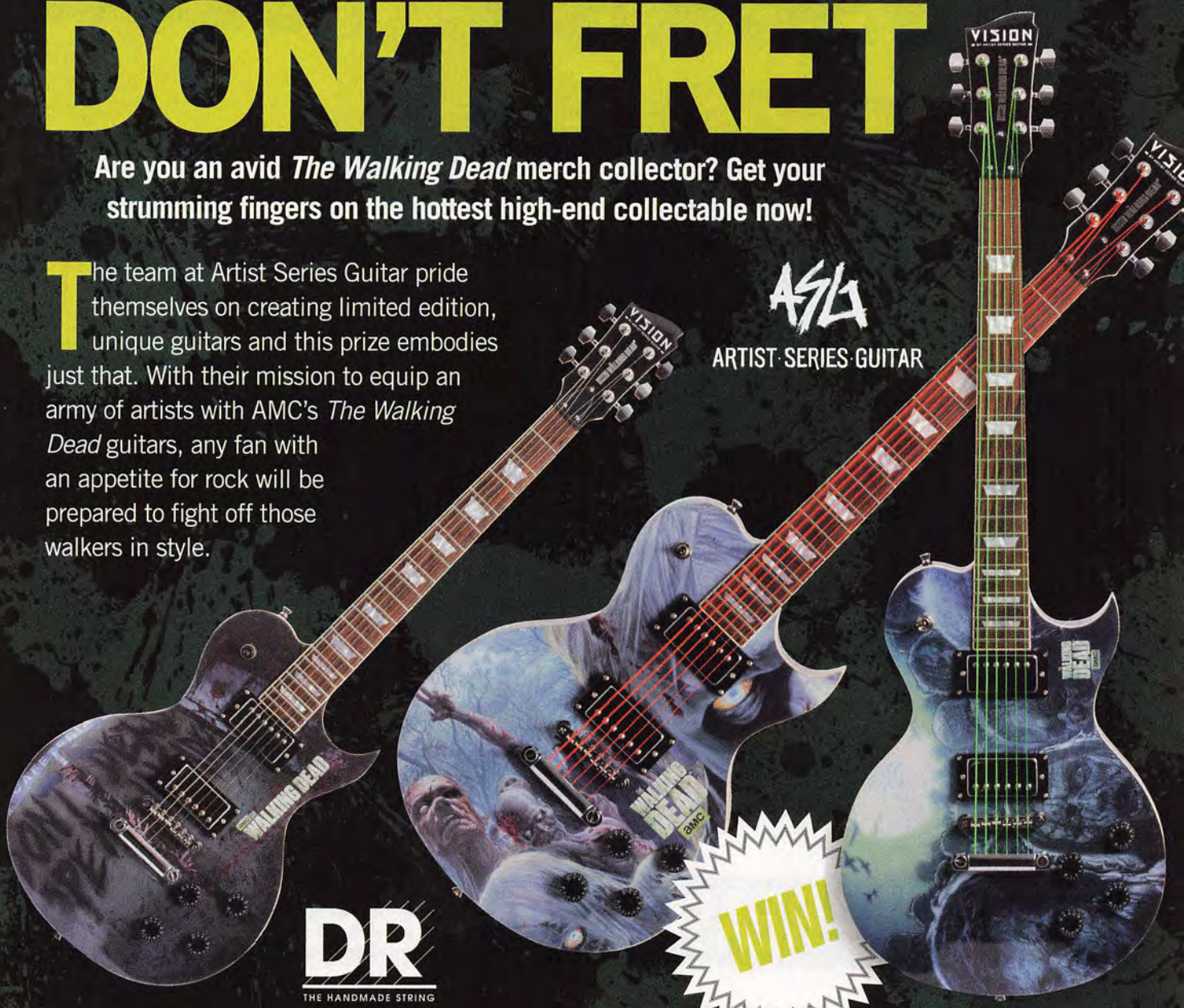
# DON'T FRET

Are you an avid *The Walking Dead* merch collector? Get your strumming fingers on the hottest high-end collectable now!

The team at Artist Series Guitar pride themselves on creating limited edition, unique guitars and this prize embodies just that. With their mission to equip an army of artists with AMC's *The Walking Dead* guitars, any fan with an appetite for rock will be prepared to fight off those walkers in style.

ASG

ARTIST-SERIES GUITAR



FOR YOUR CHANCE TO WIN THIS AMAZING PRIZE, JUST ANSWER THE QUESTION BELOW:

## WHAT IS ANOTHER NAME FOR A GUITAR?

A. HACKSAW B. SPANNER C. AXE

ENTER  
ONLINE AT

[www.titanmagazines.com/thewalkingdead](http://www.titanmagazines.com/thewalkingdead),  
or send your name,  
address, email,  
age and answer to  
'Don't Fret Guitar  
Competition'  
*The Walking Dead*  
Magazine #10, 2819  
Rosehall Lane,  
Aurora IL 60503

#### TERMS & CONDITIONS:

NO PURCHASE NECESSARY. A PURCHASE WILL NOT IMPROVE CHANCES OF WINNING. MANY WILL ENTER. FEW WILL WIN. The sweepstakes is open only to legal residents of the US (except in the state of Florida and Puerto Rico and where otherwise prohibited by law or regulation) who are at least 13 years of age, or with parental or guardian consent. Void where prohibited. Entries must be received by midnight (PST) on 2/11/14. Winners will be selected by a random drawing on or around 2/11/14 from all eligible entries received, odds of winning dependent on number of eligible entries received. Titan Publishing Group is the recognized promoter of these sweepstakes. No employee of Titan Publishing Group, AMC, Skybound, or participating companies, are allowed to enter these sweepstakes. The editor's decision is final and no correspondence will be entered into. Full T&Cs available at: [www.titanmagazines.com/thewalkingdead](http://www.titanmagazines.com/thewalkingdead)



# SUBSCRIBE TODAY



## GREAT REASONS TO SUBSCRIBE

- ☀️ **FREE *THE FALL OF THE GOVERNOR, PART TWO!***
- ☀️ **SAVE UP TO 20% ON THE COVER!**
- ☀️ **DELIVERED DIRECT TO YOUR DOOR!**
- ☀️ **NEVER MISS AN ISSUE!**

4 issues for \$31.99 saving 20% 4 issues for \$46.99\* saving 20%  
 4 issues for £17.99 saving 10% 4 issues for £26.99\* saving 10%

\*Includes shipping and handling fee. Discount is taken off cover price. Free Book offer available to US and Canadian print subscribers only.  
Subject to availability and while supplies last. Offer valid until 01/20/2015.  
THE WALKING DEAD is TM and © 2014, Robert Kirkman LLC.



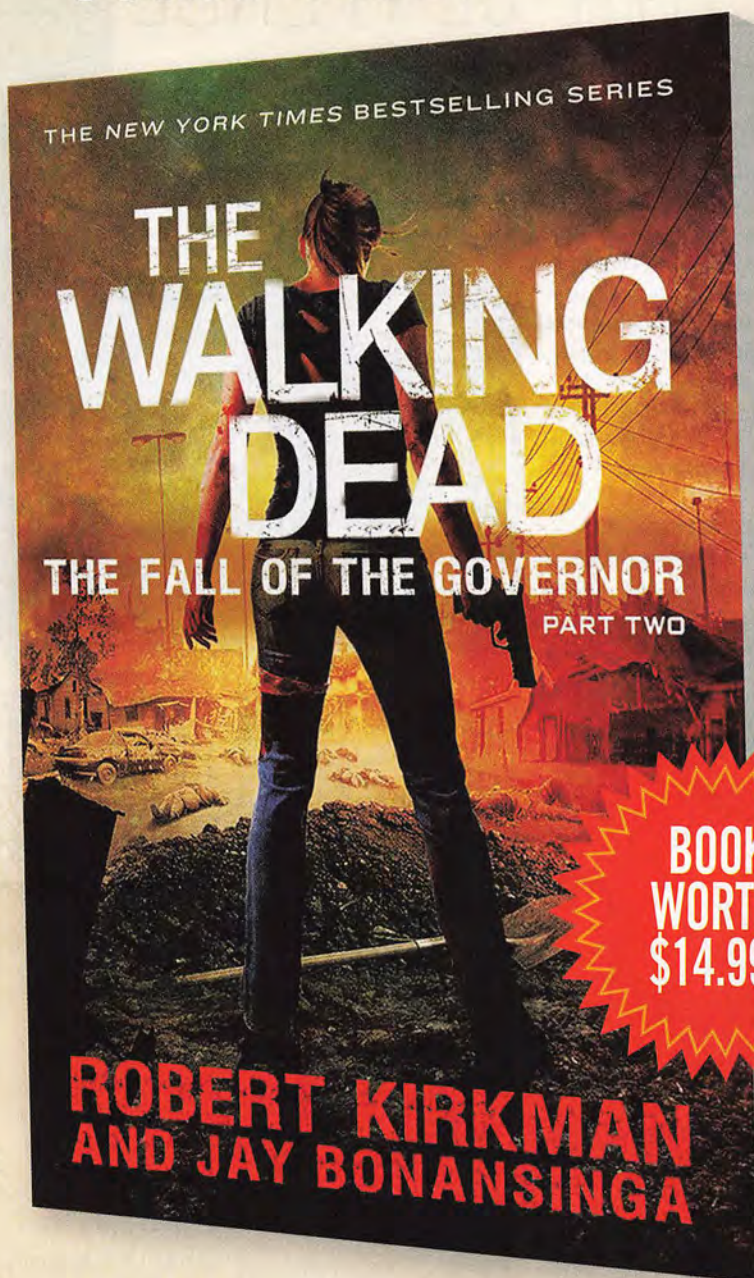
# GET A FREE NOVEL

**SUBSCRIPTION  
OFFER!**

## THE FALL OF THE GOVERNOR PART TWO!

From the mind of Robert Kirkman, the legendary comic book auteur and creator of *The Walking Dead*, comes a series of all-original novels that thrust readers right into the middle of the greatest zombie apocalypse epic ever told...

All hell breaks loose in *The Fall of the Governor: Part Two*, as the Governor's dark journey reaches its shocking, heart-rending conclusion...



**BOOK  
WORTH  
\$14.99!**

**SUBSCRIBE NOW**

ONLINE - [titanmagazines.com/wd10](http://titanmagazines.com/wd10)

BY PHONE - US 800 261 6502, CANADA 1-818-487-4575

REST OF THE WORLD (44) 1795 414 985



## DEATH SENTENCE

Remember that character who was doomed as soon as they stepped into frame? No? Our 'Death Sentence' feature is here to help. This issue: The Marauders. WORDS: Dan Auty

### THE CONDEMNED

This trio of despicable varmints may have only stuck around for seven pages, but they quickly made an impression as three of the most unpleasant individuals ever to grace the pages of *The Walking Dead*. Ambushing Rick, Carl and Abraham as they take shelter one night, the Marauders proceed to hold the adults at gunpoint and ready themselves to rape Carl in front of his father.

### YOU'RE DOOMED

Let's face it, Robert Kirkman likes to take his characters – and his readers – into some dark places. This is part of the reason that we keep coming

back for more, month after month. But would he really take the comic that far? This time the answer was no – the very thought of what



Carl is about to endure provokes Rick into taking very strong action.

### HOLEY SHIRT!

So what do we learn about the Marauders before they meet their untimely demise? For a start they only seem to own one shirt and one vest between them, but they make the best of this limited combo. And somewhere along the way they were told that giving your enemies a big hug was a good way to win a fight – advice they really should have ignored.

### NICE KNOWING YA!

The lead bandit's bear hug gives Rick the perfect opportunity to go for the jugular – literally.

While our hero is busy tearing his enemy's throat out with his teeth, Abraham uses the distraction to raise his gun and blow out the second Marauder's brains. The third bandit attempts to escape but Rick is quickly upon him; what happens next isn't shown, but we know it was grim, graphic and very gruesome. Adiós amigos!



## THE SECRET DIARY OF A WALKER

It's not easy being a zombie in *The Walking Dead* world, as our week in the life/death of an undead walker shows. Diary entries transcribed by Dan Auty...

### MONDAY

Today is my 14th birthday! If I wasn't, you know, dead. Mom got me some awesome trainers. They would have been even better if she'd taken the feet out of them, but it's the thought that counts.

### TUESDAY

Spent most of the day hanging out with Bill and Duane. Actually, Duane did most of the hanging as he's still attached to that tree. We must get him down sometime, but it's just so much fun using him to swing across the brook near my house.

### WEDNESDAY

Mom keeps bugging me, saying I've got to take my sister Kyra up to Alexandria on Friday. Apparently there are some normos there and she reckons Kyra is now old enough to go hunting with me. Pah! That stupid kid can't even walk in a straight line without falling over.

### THURSDAY

Bill and I decided to get Duane out of the tree, but it didn't go so well. We tried to push his head through the noose but the rope must have worn his neck away because

the body ended up floating down the creek while his head was still stuck up the tree. Sorry Duane!

### FRIDAY

Had to hang around with my pig-tailed sister all day as she staggered around Alexandria, trying to find some normos idiotic enough to let a 12-year-old munch on their limbs. We ended up following this bigger group right into a normo gang who were not in the mood for a chat. We only just got away – and I ended up taking the blame from Mom. Grounded for a week. Stupid sister!



# JUDGE, JURY & EXECUTIONER Melissa McBride



**S**he's been a mainstay in Rick's band of survivors from the very start of AMC's *The Walking Dead*, but the Carol Peletier we first met in 'Tell It To The Frogs' is a very different person to the one who saw out season four. She may not be the most physically intimidating character in the show, but Carol is most definitely the stoniest killer of the group. And that's all down to the charismatic performance of actor Melissa McBride, who deservedly won a Saturn Award for Best Supporting Actress In A Television Series for her stunning portrayal of Carol earlier this year. So what item does an award-winner always buy from the shops? *TWDM* finds out.

INTERVIEW: Ian Spelling

**What's your idea of perfect happiness?**

Love.

**Is the glass half empty or half full?**

What glass?

**What's your fondest memory of working on *The Walking Dead* to date?**

Cast and crew. Working with our cast and crew.

**What items do you always carry with you?**

My cell phone. My dog. Burt's Bees Radiance Lip Shimmer, which is a lip balm.

**What's your personal motto?**

My personal motto, or one of them, is "Don't arrive before you get there."

**What do you think was your breakthrough moment?**

*The Walking Dead*. Being cast on *The Walking Dead*.

**What was the last book (fact or fiction) you read and was it any good?**

Oh! It's called *600 Black Spots: A Pop-Up Book For Children Of All Ages, Volume 3* [by David A Carter - ed.].

It really is a pop-up book. And it was excellent.

**What is the first item on your shopping list?**

Bananas.

**And what's your luxury item?**

Wow! I'm not sure...

**Who has been the biggest influence on your life?**

There are far too many to mention.

**What's your biggest phobia?**

Wow! I don't want to answer that one. Actually, that kind of question is my biggest phobia.

**When was the last time you were star-struck?**

Oh my God! It was Angelica Huston. I was auditioning for Angelica Huston. It was about 18 years ago and I was auditioning for a movie that she was going to direct.

**What is your favorite tipple/drink?**

Coffee.

**If you were not an actress, what do you think you would be doing instead?**

I would be making hats. I would be a hat maker.

**How long is a piece of string?**

(Laughs) How long is a piece of string? What does that mean? OK, a piece of string is two inches long.

**How far is too far?**

When it's far enough.

**Pirates or ninjas?**

Pirates.

**A time machine or a space ship?**

Space ship.

**Robert Kirkman – genius or madman?**

A mad genius.

**Have you lied at all during this interview?**

No! However, I may have misinformed you... •



# NEXT ISSUE

ANDREW LINCOLN UNLEASHES THE DARK SIDE OF RICK

**PLUS:**  
**ON SET**

Our First Season Five  
Behind-The-Scenes Report

**GAMES FOR A LAUGH**

Having Fun With USAopoly

**EAT YOUR GREENES**

The Sorry Story Of Hershel's Family

100 PAGES OF *WALKING DEAD* GOODNESS!

THE **WALKING DEAD**

ISSUE 11 ON SALE: JANUARY 20 (US) / JANUARY 29 (UK) THE OFFICIAL MAGAZINE

SUBSCRIPTIONS

US/CANADA - 800-999-9718

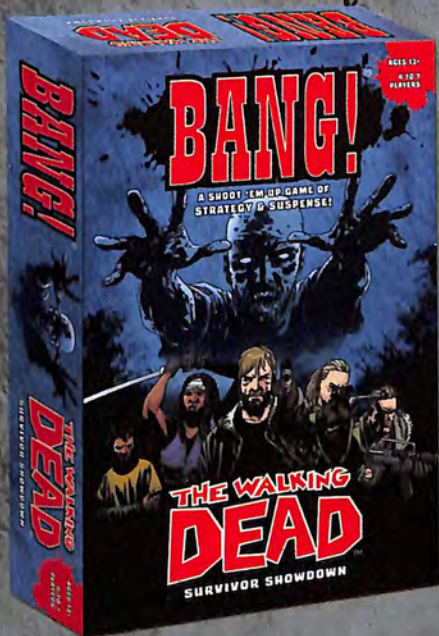
UK - 844-249-0218

REST OF THE WORLD - +1 800-999-8718

[WWW.TITANMAGAZINES.COM/WALKINGDEAD](http://WWW.TITANMAGAZINES.COM/WALKINGDEAD)



# PLAY FOR YOUR LIFE!



## BANG!®

**AVAILABLE NOW**  
at specialty stores in North America including  
Hastings, Barnes & Noble and amazon.com

A shoot 'em up card game where your favorite Walking Dead factions face off in a battle to survive! Each player becomes a famous Walking Dead character while taking on the roles of Leader, Savior, Survivor, or Loner.

Ages 13+ | 3-7 Players

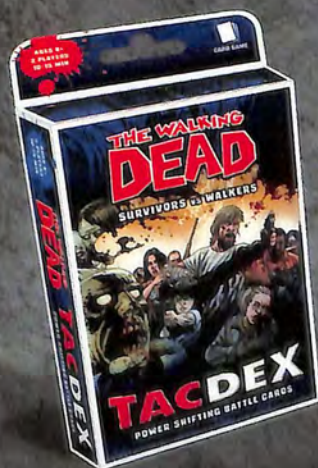
**AVAILABLE NOW**  
at specialty stores in North America including  
Toys R Us, Hastings and amazon.com

## TACDEX™

**POWER SHIFTING BATTLE CARDS**

TACDEX IS WAR... LIKE YOU'VE NEVER PLAYED IT BEFORE! It's survivors vs walkers with Special Action Cards and the Battle Marker determining if high or low card wins each battle.

Ages 8+ | 2+ Players



For more info go to [usaopoly.com](http://usaopoly.com)

Subject to availability. © 2014 USAopoly. Game idea, development, the BANG! name and logo, and the dV GIOCHI name and logo are all Copyright ©, and Trademarks or Registered Trademarks of daVinci Editrice S.r.l. All Rights Reserved. BANG! game design by Emiliano Scliarra. © daVinci Editrice S.r.l. TacDex, the TacDex logo and USAOPOLY are trademarks of USAOPOLY, Inc. All Rights Reserved. Licensed by Richard Borg. ©2014 Robert Kirkman. All Rights Reserved. The Walking Dead™ (including all prominent characters) and The Walking Dead logo, are trademarks of Robert Kirkman.

USAopoly



SKYBOLIND

**THE WALKING  
DEAD**




# EVIL TAKES HOLD... IN THE HIT FOX TV SERIES SLEEPY HOLLOW


THE OFFICIAL MAGAZINE

\*NOT FINAL COVER



 Tom Mison and Nicole Beharie talk exclusively about their characters Ichabod and Abbie!

 John Noble tells all about his character's shocking revelation at the end of season one!

 Demonology guides to the demons and monsters faced by Ichabod, Abbie and co.!

**#1**  
ON SALE  
NOV 18TH!



FOR MORE INFORMATION VISIT  
[WWW.TITANMAGAZINES.COM](http://WWW.TITANMAGAZINES.COM)